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Feb 2000 #3

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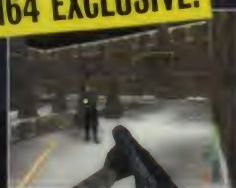
Sony's getting medieval on your **PlayStation** all over again!

LARA'S LAST STAND

Review of and complete 16 page guide to **Tomb Raider: The Last Revelation**

Perfect Ten

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V.I.P. star Natalie Raitano offers ten reasons why you must own **Perfect Dark!**

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Sega Dreamcast

All screen shots from Sega Dreamcast, except for four-player shot from Nintendo 64

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Team Talk

Comments, suggestions? Send any feedback to: incitevg@computecmedia.com

"As ridiculous as it sounds, I am perfectly happy to spend 30 minutes on-line looking for a phone number rather than two minutes opening a phone book"

Dotcom. It's like a virus. Almost every ad on radio, television, and print is for a dotcom. Resistance is futile. I have to admit, I've caught it as bad as anyone. I shop for everything, including my groceries, on-line. As ridiculous as it sounds, I am perfectly happy to spend 30 minutes online looking for a phone number rather than two minutes opening a phone book. What does the world's obsession with the Internet have to do with console video games? Not much now, but soon it will mean everything.

Online gaming was once considered a luxury to only a few lucky PC owners who had powerful machines and a good Internet connection. That is all changing quickly. Sony's online strategy will play a major role in the success of the PlayStation2. Microsoft is about to jump into the console business. Just imagine firing up *NFL 2001* or *Tekken 4* and challenging your friends across the country. This may seem like a novelty to PC owners, but with broadband support on future console machines already planned, simple, speedy online console gaming will be a reality this year.

Video games are going to play a key role in the future of online entertainment. The infamous "set top boxes" are coming in the form of multi-faceted game machines. In addition to playing the next generation of games, you'll be able to play movies, music, shop, surf the web, or pay your bills. All from the comfort of your living room. Sony, Sega, Nintendo, and Microsoft all see the future clearly and a major console war is heating up. Who will be left standing? Everyone, we hope. But don't bet on it.

The recent deal between Electronic Arts and AOL really opened some eyes in the financial community, and you can bet there will be even bigger deals coming. A recent report published by Data Monitor predicts that there will be 45 million on-line gaming consoles by the year 2002. Sit back, save up your money for a new console, and get your high speed Internet connection sorted out now. Soon there will be millions of people waiting for a challenge, and I'll be one of them.



GREG RAU, EDITOR-IN-CHIEF

Greg Rau

Meet the Editorial Team



David Hodgson
Deputy EIC

The man behind our *Donkey Kong 64* strategy guide, David had an epiphany about 60 hours in. He should have followed his true dream: managing a J-Pop band.



Jon Robinson
Senior Editor

John's got wrestling in his blood. And a pair of red tights and shiny boots in his closet. This month, he talked groupies and hoes with *The Godfather*, Val and Sexual Chocolate.



Annette Cardwell
Senior Editor

Since visiting Medieval Times, Annette's thinking about joining the Society for Creative Anachronism. If only John Schneider were a member...



Demian Linn
Senior Editor

When he wasn't loitering outside the men's bathroom, Demian spent most of his time waiting for *Graffiti 2* to arrive. It never did. Next month though, just you wait.



Roger Burchill
Senior Editor

Roger was almost killed when the stack of games on his desk collapsed. Luckily, a passing St. Bernard picked up his scent and dug him out. Then we had some brandy.



Paul Semel
Entertainment Editor

Breakfast with Natalie Raitano, lunch with Biff Naked, and cocktails with the *X-Files* Show crew. What goes around comes around, and he's got a lot coming.

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SOUTHPEAK
INTERACTIVE

Contents

February 2000 / Issue 3

Natalie Raitano After Dark

Sharp Shooter 40

V.I.P. star Natalie Raitano is a dead ringer for Joanna Dark, undercover heroine in *Perfect Dark*. Nat tells us her most intimate stealth secrets, and talks about the acting genius that is Steven Seagal.

The X Show Plays Track & Field

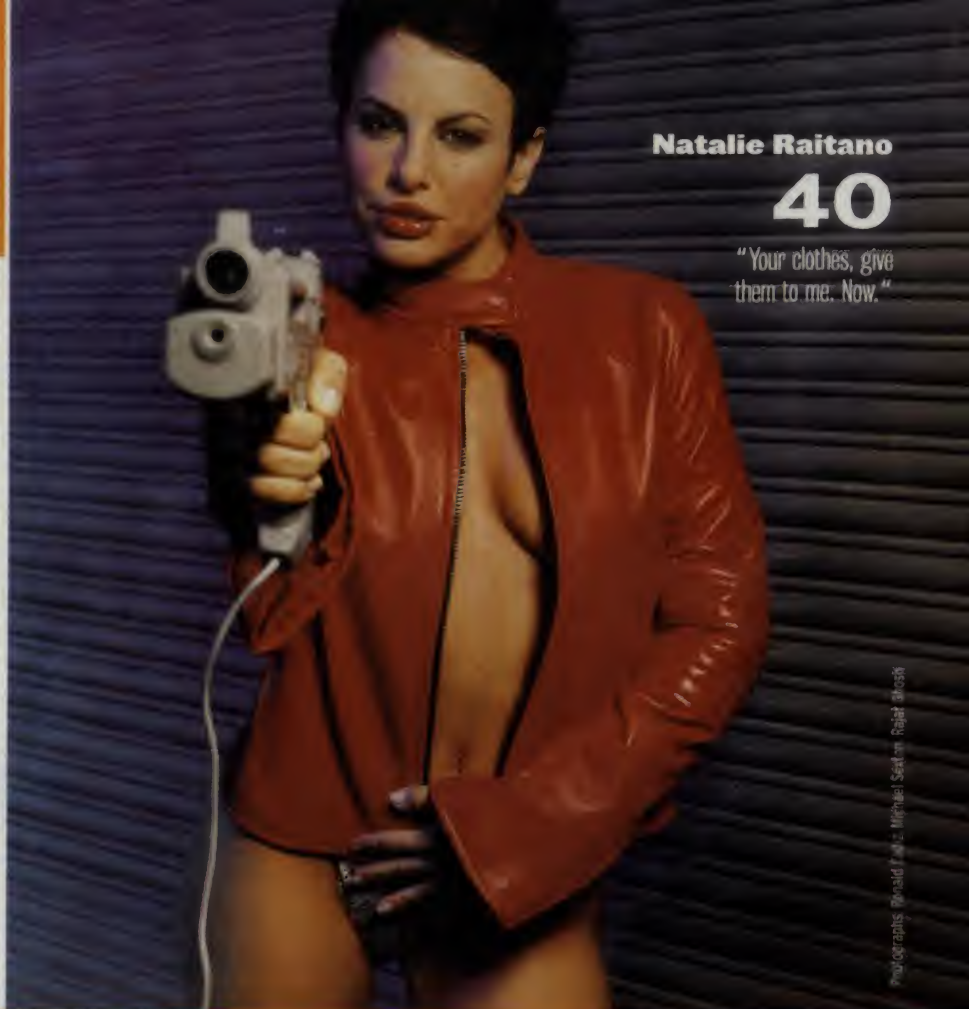
X-rated 52

We host our very own special olympics as Craig, Justin, John and Mark of *X Show* infamy play *Track & Field 2000*. A stirring meditation on the history of Olympic competition, and what it means to be a man in the post-modern era.

WWF Smackdown

Pimps Up, Hoes Down 58

An *incite*-WWF love-in featuring The Godfather, Val Venus and Sexual Chocolate, in which we learn that WWF games are sadly lacking in the groupies and hoes department, and why *WWF Smackdown* could be the next world champ.



Natalie Raitano

40

"Your clothes, give them to me. Now."

Photographs: Oswald T. and Michael Sexton. Hair: Shosh



52 The X Show crew attend anger management class



FEATURED IN THIS MONTH'S ISSUE



58 The Godfather rearranges his room, deciding his PlayStation and chair don't go together

This Month's Games

Demolition	
Centipede	85
Draconus	76
ESPN NBA Tonight	68
F1 World Grand Prix	79
Psychic Force 2012	88
Soul Fighter	85
Tee Off Golf	79
Test Drive 6	89
 Nintendo 64	
All Star Baseball 2001	72
Armormines	89
Mario Party 2	77
Namco Museum	84
NBA Courtside 2	84
Perfect Dark	40
Ridge Racer 64	69
Tony Hawk	77
Vigilante 8: Second Offense	87
Xena Warrior Princess	83
PlayStation	
Ace Combat 3	72
Army Men: Sarge's Heroes	68
Chocobo's Dungeon 2	88
Colin McRae Rally	77
Dragon Valor	72
Gekido	79
K1 Grand Prix	85
Konami International Rally	68
March Madness	83
Medal of Honor	88
Medieval 2	24
Mission: Impossible 2	89
NASCAR Rumble	66
Road Rash Jailbreak	78
South Park Rally	67
Tiger Woods PGA Tour	73
Tomb Raider: The Last Revelation	90
Tomba 2	83
Vigilante 8: Second Offense	86
Warpath: Jurassic Park	84
WWF Smackdown	58

SCREW YOU GUYS, I'M DRIVIN' HOME!

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Sega
Dreamcast



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THIS MONTH'S INTERVIEWS

Closet Gamer

Bif Naked

Our girl Bif comes out loud and proud as a die-hard *Tekken* fan. Playing the bad dexterity card, she claims to be just okay on the stick. Put a long staff or nunchucks in those hands, though, and it's game over.

NASCAR's Kenny Wallace

Days of Thunder

Bro of Rusty sits down with *incite* and gives us the low-down on EA's *NASCAR Rumble*. We learn that "rubbin's racin'," meaning whatever you want it to, and that NASCAR could use rocket boosters.

Punt on Road Rash

Bad to the Bone

Punt may be a little person, but he ain't no Mini-Me. Your co-pilot in *Road Rash Jailbreak*, this guy dishes out pain and misery with a family-size ladel. We caught up with him long enough to receive a generous earful.

Jamie Kennedy Versus Lara Croft

Egypt or Bust

Actor-about-town Jamie Kennedy plays *The Last Revelation* and tells us way more than we ever wanted to know about his feelings for Lara, then observes a moment of mournful silence when she falls into a spike-filled pit.

78

80

80

Jamie Kennedy kicks back and invites Lara round to play

32

Slipping under the covers with the *Tekken* mistress, Bif Naked

DEPARTMENTS AND THE OTHER STUFF

Previews

58

The Godfather, Val and Mark Henry walk us through *WWF Smackdown*, and their little black books. Then it's an arcade racer spectacular with *NASCAR Rumble*, *Konami International Rally*, *Ridge Racer 64* and *South Park Rally* for the foul-mouthed boys out there.

PLUS! *Mario Party 2*, *ESPN NBA Tonight*, *Gekido* and so many others we don't feel like counting 'em right now!

Reviews

83

We put our grubby fingerprints all over Lara's latest adventure, and set the hun on the run in *Medal of Honor*. Then we started a game of *Turok 3* only to discover it was actually *Armorines: Project SWARM*. After gettin' piggy with *Tomba 2*, we went berserk for *Soul Fighter*.

PLUS! *Psychic Force 2012*, *NCAA March Madness*, *Zena* gets spanked, and *Centipede* - on the Dreamcast?

Strategy & Codes

148

We found every banana in *Donkey Kong 64*, and it almost killed us! Oh yeah, and we've got 15 pages of Lara Croft's most intimate secrets from *Tomb Raider: The Last Revelation*, plus an expert's guide to *Sega Rally 2*!

Donkey Kong 64 N64 96

Tomb Raider: TLR PS 114

Sega Rally Championship 2 DC 132

PLUS! More tips, secrets and GameShark codes than Ganesha has fingers.

The Aforementioned Other Stuff

GAME PROSE 12

What's up with release date delays, Cajun man and Yeoh.

WWF RANT 34

D'Lo Brown takes on *Knockout Kings* and the Rock.

incite IMAGE GIRLS 140

We've got our own J-Pop girl band, what you got? Eh?

VIDEO GAME ALL-STAR 142

Leisure Suit Larry, older, wiser, single, and desperate.

Photographs: Kate Romero, All Sport, Rajat Ghosh



66

Kenny Wallace, really long easy left definitely

90

Sunglasses? Check.
Rubber tank-top?
Check. Big guns?
You bet.

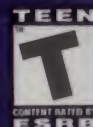




Coming Soon!



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ELECTRONIC ARTS

Game prose



Want a gaming matter cleared up once and for all? Need to vent some spleen? This, your letters forum, is the place to shout. Send all intelligent missives to incite Video Gaming Magazine, 650 Townsend, Suite #305, San Francisco, CA 94103 USA. Alternatively, put finger to keyboard, and type to us via email at incitevg@compucmedia.com.

Letters from Readers

A reader has the delayed release-date blues, Yeoh gets a shout out and the Cajun man rambles. Plus, we found out more than was necessary about a man's golf game.

GAMES IN THE MAIL

You have an excellent gaming magazine going here. I like that it's geared towards the age group that most magazines and one of the big three gaming companies do not believe exists. Hellooooo! There are gamers out there over 10!

I am writing to say that I am very disappointed in a lot of software companies with regard to (constantly delayed) game release dates. I do not appreciate retail stores presenting me, the customer, with false information.

Pre-order a game and you can almost always expect to hear, "Sorry, the game has been pushed back to..." in order to "make the game better." What crap — have you seen some of the stuff we wait for?

I am sure I'm not alone in feeling this way. Speak up! If those concerned are reading this, start listening to the customer.

- Terence, Ontario, Canada.



GOTTA HAVE THAT BOUNCE Dreamfactory's *The Bouncer* is a ways off, but it's clearly haunting the tortured dreams of one reader.

BULL WANTED

I love your new mag, but I have a question. Do you think there will be any bull riding games for the PlayStation or Dreamcast any time soon? I know there's a bull riding game for the PC, but I don't own a computer.

- Dustin, (parts unknown)

We haven't heard anything yet, Dustin, but we'll keep our ears on.

LIGHTS, CAMERA, YEOH

Your Michelle Yeoh interview was great. She's one of my favorite actresses, and was unforgettable in *Tai Chi Master*. It's nice to see a woman star in action films and not just as a pretty face. I just wish we could have heard more about her experiences as a kung-fu actress, and maybe you could've reviewed some of the movies she's been in. Many video game players are already into Hong Kong action flicks, but some people out there still don't know what time it is!

- Amber Lee, Seattle, WA

MUMBO GUMBO

The Cajun man is a person and a spokesperson for Cajuns. The Cajun man lives in the backwaters of the Kaplan Swamps on an old World War I airstrip. People have been telling us for years that the nearby voodoo backwaters are full of Jean Lafitte's gold. But the Cajun man knows only dinosaurs and frogs the size of cats and dogs live there. Besides speaking

Cajun-French he can understand Mexican and German Morse code. His living is fishing and hunting and daydreaming that he's a WCW alligator wrestler. The Cajun man is a great fan of lady Cajun mud wrestling. If the Cajun man ever leaves the swamps of Kaplan, he can move to a large city and become a lotto salesman. Check out www.expage.com/page/thecajunmanentertainment for more Cajun info.

- Jimmie Breaux, Kaplan, LA

To quote Chris Elliot in Cabin Boy, "Thanks for that. Whatever that was."

CERTIFIABLE

Thanks goodness Capcom is not doing *The Bouncer*! We are looking for good, nasty things from Square on the exotic fighting front this time. Including gaspy pointy-haired babes who need breast reductions and kick ass, like, real hard. Get it?

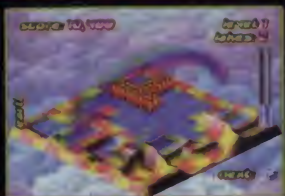
- Y.T., Sarasota, FL

Uh, not exactly.

BAD HANDICAP

Regarding your *CyberTiger* review in Issue 1, I have hit a golf ball 300 yards on more than one occasion, and that was with "wooden woods," not Tiger's bubble-metal cheaters. Haven't played golf for over 10 years now, though: woman trouble.

- Anonymous



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Forecast reports 100% chance of rain... fire balls, earthquakes, missiles, and ducks. That's right!

There's a storm brewin' and time is of the essence. Design valleys and mountains to hold the water in place. Better be quick though, you don't have as much time to react as the *other* falling puzzle game. Highly addictive and guaranteed to make you WET!



Sega Dreamcast

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In ancient Egypt, it was
common practice to have your
internal organs removed
and your brain pulled out
through your nose.

Of course ancient Egyptians were
lucky enough to be dead first.



A large skeleton stands in the center of a dimly lit ancient Egyptian tomb. It holds a large, dark, rectangular object, possibly a scroll or a tablet, in front of its chest. The skeleton's head is turned slightly to the left. In the background, a stone wall features a large, carved relief of a human figure. A bright, glowing light source, possibly a torch or a fire, is visible in the upper right corner of the tomb. The floor is made of large, square stone tiles.

EIDOS
INTERACTIVE

Could the next tomb Lara Croft enters be her own? Find out in Tomb Raider: The Last Revelation, her latest adventure. With seamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider.

Let's just hope it's not Lara's last.

TOMB RAIDER

THE
LAST REVELATION

tombraider.com





“At 13,000 feet,
your stove dies
and you’re toast.

Check mine out. It’s super lightweight. Burns a little hot, but not too bad.

It works great melting ice chunks for water at high altitude. I’d say it’s just as good

as any of the turbo-jetted models, except when it comes to

long-term simmering. Here’s one trick my buddy showed me.

First, prime the stove and burn it ’til it’s hot. Then shut it off and make sure

the flame is completely out. Next, remove the fuel bottle, release all the pressure

reconnect the bottle, pump it two or three times and relight.

Big improvement. You can also use the lid from a cookset

as a defuser plate. Just put three small balls of foil between

the lid and your cooking pot. Overall, it’s a good stove.

Still, I wouldn’t recommend it for beginners.”



We began as a place for hardcore mountain bikers to tell each other about great gear and killer rides. Now that same passion has inspired a growing family of enthusiast sites. People just like you air their unbiased, informed opinions about all kinds of products – from stereo speakers to strollers to camping stoves. They help each other separate great stuff from not-so-great stuff. They serve notice that a powerful independent voice for consumers has arisen, thanks to the Web.

ConsumerREVIEW.com

Got something to say?

SCHWINGING INTO ACTION

The former *Wayne's World* babe will be tomb raiding in more clothing when the *Relic Hunter* game hits.



Lara Who?

Tia Carrere's *Relic Hunter* set to hit gaming screens

Move over, Ms. Croft, and make room in the tomb for another hard-core explorer chick. Octagon Entertainment recently announced they've picked up rights to develop games around Tia Carrere's new TV vehicle, *Relic Hunter*.

For those not familiar with the show, Carrere stars as unconventional history professor Sydney Fox, a ballsy, kung-fu-fighting academic who splits her time between the classroom and jet-setting missions to recover lost historic icons – from Buddha's bowl to the lost glove of a baseball legend. Often getting in the way, her hapless teaching assistant, Nigel, is always being dragged along on her adventures.

Octagon expects Dreamcast and PC action/adventure titles to be released by the end of the year, and a Game Boy Color game out in the Spring. John Robinson, spokesperson for show distributor Fireworks, stated, "We're delighted to be working with Octagon, and very excited about the opportunity to turn an extremely successful series into hit video games."

Stephen Harvey/Shooting Star



STOMP OF APPROVAL One of Da Baldies takes a boot to Balls Mahoney as over 14 screaming ECW fans holler for fake blood.

Taking out the White Trash

Acclaim goes to extremes with their new ECW wrestling game

Ever since Acclaim lost the World Wrestling Federation license, rumors have circulated about the company's future in the lucrative "sport" of professional wrestling. Would they quit making wrestling games all together? Would they adapt the engine to make a boxing game? Or would they go where no other company dared – to the raw action of Extreme Championship Wrestling (ECW)?

Going all out, Acclaim not only signed an agreement to make ECW games, they also purchased a piece of the wrestling company. "We are thrilled to secure an equity interest in ECW and to bring its cutting-edge, over-the-top wrestling to the

video game market," said Acclaim president and CEO Gregory Fischbach.

ECW: Hardcore Revolution will be the first wrestling game with a Mature (M) ESRB rating, and, from what we've heard from Acclaim, it will be well deserved for its violence and language. The game is being developed by the same team who created *WWF Attitude* and will feature ECW stars like Mike Awesome, Rob Van Dam, and Justin Credible.

ECW is set to launch February 17th. ECW Executive Producer Paul Heyman claims its "a must buy video game title" for fans into the homicidal action that's not just outrageous, but extreme.

Shadowman Cubed

Ice Cube rumored to star in voodoo game adaption

Buzz about the possibility of Acclaim's voodoo warrior game becoming a silver screen project has been circulating since last year's E3, and now New Line Cinema has confirmed that *Shadowman* will indeed become a feature film. The only question is who will play our outwardly bleeding-heart hero.

New Line and Acclaim have both confirmed that Ice Cube is still considering starring in and possibly co-producing the movie, but negotiations are still going on and no contracts have been signed. Other rumors around the picture include a possibly finished screenplay draft by Michael Henry Brown (*Dead Presidents*) and Paul Aaron (*In Too Deep*). If all goes as planned, the film – to be made by Takoma Entertainment Group (*Detroit Rock City*) – could go into pre-production as early as this month.



Warner Bros.

Hot and Cold

Bringing out the thermometer and gauging the interest levels of the latest gaming news that shocked the World.

■ Syphon Filter 2

Everyone who loved this top-notch spy adventure for PlayStation will be jonesing for the spring arrival of its promising sequel.



■ Metropolis Street Racer

Race real courses in San Francisco, London, and Tokyo, but without the traffic and with cars that look better than real life on so many levels.

■ Resident Evil Survivor

This great-looking, zombie-slaying *RE* release is rumored to be not gun controller compatible thanks to concern over video game violence.

■ Evel Knievel for GB

Rockstar is keeping the spirit of this red-white-and-blue-clad stunt biker alive. But what GB toddler gamer is going to remember who he was?

■ NBA Shootout delayed

After delays two years ago, 989 Studios never came out with *Shootout '99*, and now they're delaying *Shootout 2000* indefinitely. Poor.

■ M&M game revealed

In a feat of shameless cross-promotion, Simon & Schuster inks a deal to bring the melt-in-your-mouth-not-in-your-hand candies to consoles.

212° F
BOILING

PIPING

TEPID

32° F
FREEZING



Got a Benjamin burning a hole in your pocket? Here's this month's best buys.

JANUARY 2000

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

DATES:

January 1st No-battery-required squeeze flashlight **\$7**

January 12th *Next Friday*
A ticket for Ice Cube's new movie **\$8**

January 17th *Fear Effect*
PlayStation Game **\$45**

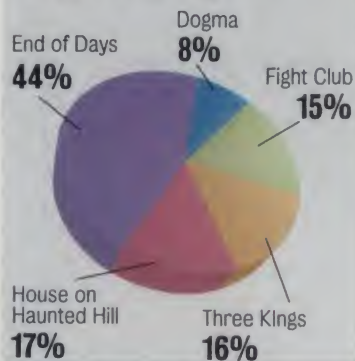
January 18th *Rushmore*
Criterion Collection DVD **\$24**

January 25th *Big Punisher*
"Endangered Species Y2K" **\$16**

TOTAL \$100



Which movie should be made into a game?



Source - www.incitegames.com Poll 11/99
Visit our website and cast your vote online now!



Dodge This

Last year's hottest sci-fi film will be a game, but who will make it?

Matrix creators the Wachowski Brothers announced in an on-line chat that a *Matrix* game is in the works and should come out around the release of the sequel. Now, the race is on to see who gets the privilege of developing it.

Last September, the Wachowskis met with Konami's Hideo Kojima, of *Metal Gear Solid* fame, which set off the first rumors. But, this once hot gossip has turned into only a vague possibility. "I was not in the meeting, but Mr. Kojima told me about the meeting a bit afterwards, and he said there was very little business discussed," said Scott Dolph of Konami Japan. "They talked about their favorite movies, anime - otaku talk."

Shiny Entertainment's David Perry has also been talking to the Wachowskis. "Shiny was also talking to the Wachowskis. 'Shiny was asked to do the original *Matrix* game, but we were busy on *Messiah*,' said Perry. 'We do stay in touch. If we are available at the same time, then I would be dumb not to discuss the future.'" Other hopefuls include Activision and Electronic Arts in what could potentially develop into a bidding war.

Being big gamers themselves, the Wachowskis' choice will no doubt hinge on the who can bring them the highest quality game. "They are avid gamers," said Perry. "It makes me happy to know that young aggressive directors like them could probably kick my ass at plenty of games."

Shooting Star

Over the next Ridge

The most famous of arcade racers makes the leap to PlayStation2

Namco has officially confirmed that *Ridge Racer V*, previously shown as *Shin Ridge Racer* (New Ridge Racer) at the Tokyo Game Show, will be a PlayStation2 launch title in Japan. From what we've seen, *Ridge Racer V* appears to push the PS2's graphical capabilities even further than *Gran Turismo 2000*, and Namco claims the physics engine will be similarly advanced. While car models have not yet been announced, Namco has told us that a new "race girl" model, name of Ai, will replace the long-serving Reiko Nagase. Whether this virtual mascot replacement has anything to do with Reiko's shocking revelation (see page 69) is unknown.



ROUND THE BEND With real-time graphics like this, *Ridge Racer V* is eagerly awaited.

CAMPAIGN ROADSHOW

The media mediums of print and television are scrutinized for inventive, humorous or off-the-wall advertisements, as voted by the readers of this magazine.

TOP 3 TELEVISION COMMERCIALS OF DECEMBER

1 EA SPORTS KNOCKOUT KINGS

He still floats like a butterfly and stings like a bee – at least in EA's *Knockout Kings 2000*. This scrub learns the hard way that, not only does Ali knock 'em out, he also picks the round.



2 989 STUDIOS TWISTED METAL 4

It's just another day at the 989 car wash when the zany crew from *Twisted Metal 4* shows up in a fully-armed clown coach. You just can't beat midget clowns and huge explosions.



3 989 STUDIOS HOLIDAY HOG TIE

The Twisted Metal guys are everywhere this month. In this spot, they send a little message to Santa: get busy recommending 989 Studios games to the kiddies, or the elves get it.



TOP 3 PRINT ADVERTISEMENTS OF DECEMBER

SONY

SPYRO THE DRAGON

What's got Frosty running scared? How about a little purple dragon with a nasty case of halitosis. Seems like sheep aren't the only creatures afraid of Spyro's fiery wrath.



3DO

BATTLE TANX GLOBAL ASSAULT

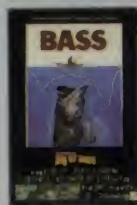
First it was the Snuggle bear, then the *Wizard of Oz* crew. Now, the Battle Tanx are fire bombing those loveable Teletubbies – payback for all those episodes of annoying baby talk.



KONAMI

FISHERMAN'S BAIT 2

Apparently Konami thinks that if you play their new *Fisherman's Bait 2: Big Ol' Bass*, you're gonna need a bigger boat. This clever take-off on the classic *Jaws* movie poster may be more amusing than the game itself. Unless you're Primus.



Source: Reader voting. Vote online at www.incitegames.com or send your votes to incite@video-gaming.com, 650 Townsend, Suite 305, San Francisco, CA 94103 USA

JEDI MIND GAMES

LucasArts to develop yet another *Star Wars* action game for the PlayStation

Hopeing to capitalize on the continued success and guaranteed megabucks of the *Star Wars* universe, LucasArts has announced plans to create a new PlayStation game based on the characters of *Star Wars: Episode 1 The Phantom Menace*. The new game, entitled *Star Wars: Episode 1 Jedi Power Battles*, will feature 10 levels of lightsaber combat as one or two players take on the roles of their favorite Jedi – Obi-Wan, Mace Windu, Qui-Gon Jinn, Plo Koon, or Adi Gallia – in an attempt to defeat the droids and mercenaries of the Sith and Trade Federations, including Darth Maul. The gameplay promises to deliver action and excitement of the classic *Super Star Wars* game, with a greater focus on showdowns between good and evil rather than exploration. Look for the Force of *Jedi Battles* to hit stores sometime this spring.



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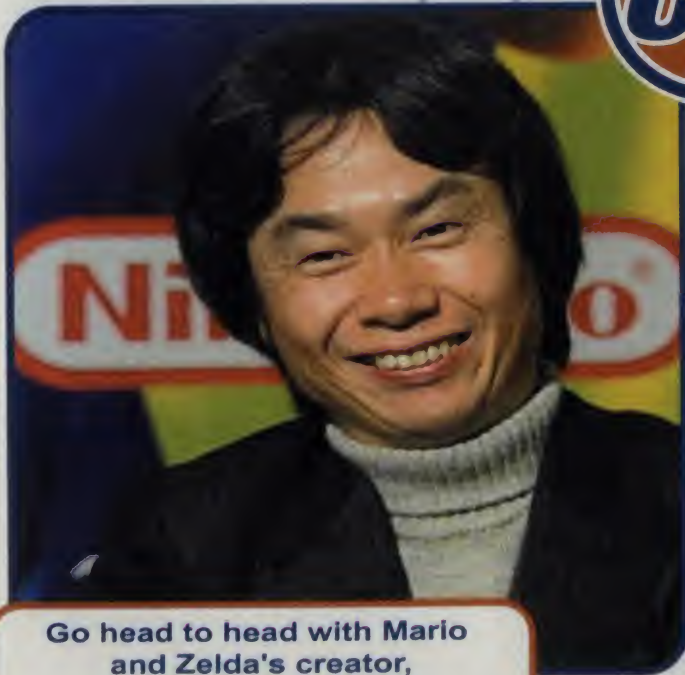
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radio

get the scoop on "Big Sexy"
KEVIN NASH
and his jack-knife powerbomb!



Get the goods on
TONY HAWK PRO SKATER
from the master himself



Go head to head with Mario
and Zelda's creator,
SHIGERU MIYAMOTO



go behind enemy lines
and discover the truth about
TOMORROW NEVER DIES

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interviews and much more!



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all your favorite episodes online!
Director's cuts. Meet the cast.
Get The Electric Playground
piped into your own TV!





Bone-ified Comeback

Sony bring an old skeleton out of the closet with *MediEvil II*

Sony Europe recently unveiled plans for *MediEvil II*, a sequel that gives the original spookfest a major graphics overhaul. After getting a look at the first screens, this follow-up's visuals show traces of the PC masterpiece *Grim Fandango* and Tim Burton's *The Nightmare Before Christmas*.

The story resurrects single-eyed hero Sir Dan Fortesque 500 years after the last game – this time at the hands of an evil magician whose spell has also unleashed an army of

undead on the world. Set in a twisted, gothic version of Victorian London, Sir Dan's quest takes him through 17 free-roaming 3D levels, and battles with strange monsters before he can rest in peace again.

Since the announcement was only concerning the European release of the title and made no mention of a scheduled release date, there's no telling when we'll see *MediEvil II* in the US. But these early images should keep fans hungry for more news.



YOUR CAPTION GOES HERE

Captioned humor for today's gaming greatest hits

CAPTIONING THE MOMENT

Take a quick look at the screenshot to the right. Notice anything, say, amusing about it? Think there's an opportunity to send in a humorous caption and win a free year's subscription to *incite Video Gaming*? Of course there is. Winners will be notified by telephone or email and will be printed in Issue 5.

Email your best caption to:
caption@computecmedia.com.

Or mail it to us at:

CaptionGoesHere, *incite Video Gaming*, 650
Townsend, Suite 305, San Francisco, CA 94103.

This month's pic: *Samurai Showdown*



ISSUE 1 - ADDITIONAL ENTRIES

While we wait for
Issue 2's entries
to come in,
check out a few
more humorous
captions from
Issue 1.



CAPTION RUNNERS UP

"Excuse me. You dropped your bag of nuts,
Godfather."

- Jerry Denton, Park City, KS

"Hey baby, chocolate melts in your mouth, not in
your hand."

- Christian Rodriguez, parts unknown



■ The Rumor

Sega may be done with the hardware business. Sega Chairman Isao Okawa was recently quoted as saying, "Even if we reach our target numbers [for Dreamcast], a change in focus may be necessary in order to compete."

■ We Say

According to Sega US, Sega's future will not be hardware free, but may be less reliant on the hardware business. The company has said it's now more focused on building their Internet-linked network of gamers. For now, though, Sega's been having a banner year. After hitting the one million sales mark just before the holidays, the Dreamcast has likely given Sega one of their healthiest Christmas seasons ever.



GOLDEN GRAHAM
Miss Shagwell may have taken control of Austin's mojo, but Take-Two has his console rights.

Yeah, Baby, Yeah!

Take Two Interactive to develop new *Austin Powers* games

The man who put the "grrr" in swinger, baby, is coming back to gaming screens. The international man of mystery, along with Dr. Evil, will be featured in a new line of titles from Take-Two Interactive that recently bought up rights to both *Austin Powers* films.

These new titles by Take-Two's Rockstar Games will be released on PlayStation and GameBoy Color later this year; and Take-Two promises randy gamers will eventually see a game for PlayStation2.

Bob Friedman of New Line Cinema said, "The development team at Rockstar Games clearly understands the creative possibilities of this franchise, and we are looking forward to working with them on what we all hope will be exciting new interactive gaming concepts."

Sega Sports Shoots and Scores

An early look at upcoming Dreamcast first-party hockey and soccer titles

NHL 2K and *Virtua Striker* are set to join Sega's expanding sports line-up, with NHL slated for a February release and *Virtua Striker* due in March. Visual Concepts, the company behind the hugely successful *NFL 2K* and *NBA 2K*, are helping on both titles.

Virtua Striker will be a port of, currently the top arcade draw in Japan, while *NHL 2K* is all new. Licensed by the NHLPA, *NHL 2K* will feature motion-captured animation courtesy of Detroit Red Wing Brendan Shanahan, who is also expected to appear on the box art.



RANTING

NO HOLDS BARRED
EDITORIAL SEETHING

No.3 HEADED FOR A FALL

As we enter the year 2000, editor Jon Robinson is hoping developers resolve to make game concepts fresher for the new millennium.

While looking through the pile of games scattered across my desk, I realized something: developers are in a rut. What happened to imagination? Games are not only supposed to be fun, they're supposed to be inventive, innovative, even intoxicating. Instead, I have 20 snowboarding games, 12 basketball games, and a "new" Lara Croft adventure. All I find are sequels (*V8: Second Offense*, *Twisted Metal 4*, *Spyro 2*), sports games, and rehashed remakes.

Granted, some of these games are entertaining. But you can't tell me that with all the great strides in technology, the game you still want to play is *Pong*? If that's true, you probably bought a Dreamcast just to play *Centipede*. Ridiculous.

What happened to developers taking chances? It took someone three years to make a boxing game, and look what happened. *Knockout Kings* became one of the best-selling games on the PlayStation.

Movie studios went through a similar rut in the early nineties until indie movies like *Pulp Fiction* reminded people that being a bad mother f-er was something to be heralded, not scorned. Who will step up and be the video game Jules? I'm not sure, but the foot massages need to happen and fast - before gamers go in search of some new form of entertainment and I'm left penniless on a street corner with a sign that reads "will write for food."



Illustration by Fred Harper, Shooting Star

incite US TOP 25

In association with The NPD Group, here are the top 25 best-selling console games for the first two weeks of November, as well as the single-format console top ten charts.

#1 Best-selling Game

Resident Evil 3: Nemesis

1 Capcom / PlayStation
Nothing like a brand spanning new installment of this mega-popular horror/survival series – filled to the brim with good old-fashioned blood, gore and major zombie carnage – to get those hard-core Resident Evil fans on their feet and into the stores.



Pokemon Snap

2 Nintendo / Nintendo 64
While some of us would rather be holding a gun instead of a camera, Poke-fans are still wild for the cutesy Snap.



NBA 2K

3 Sega / Dreamcast
With amazing graphics and all the big names in pro basketball, this Sega title slam-dunked the competition.



Knockout Kings 2000

4 Electronic Arts / PlayStation
This all-star boxing game lets you go rounds with legends from Ali to Lennox Lewis. No ear-biting attacks allowed.



Crash Team Racing

5 Sony / PlayStation
This wild and woolly kart racing challenge featuring the entire Crash crew leaves old Crash games in the dust.



Tony Hawk's Pro Skater

6 Activision / PlayStation
Pick up some cool tricks, and you'll go far in your skating career. Just don't land badly on that stair rail. Ouch!



Spyro the Dragon

7 Sony / PlayStation
With a sequel just hitting stores, folks had purple dragons on the brain. But, the original's still got some fire in it.



Driver

8 GT Interactive / PlayStation
Driving for the Mob, you have to outrun the cops in high-speed shootouts. Please, kids, don't try this at home.



Spyro the Dragon 2

9 Sony / PlayStation
Our little purple spiffire is all grown up, and apparently just learning to climb the charts. Just give him time...



Madden NFL 2000

10 Electronic Arts / PlayStation
If you can't get enough Madden on Sundays, just pop in his game for that screaming commentary anytime.



Gran Turismo

11 Sony / PlayStation
With all the driving games to choose from, the superior GT is still a formidable competitor.

Army Men: Sarge's Heroes

12 3DO / Nintendo 64
You may be barely an inch tall, but boy that teeny bazooka still packs a hell of a punch.

Pac-Man World

13 Namco / PlayStation
A new 3D adventure starring everyone's favorite dot muncher. He'll wokka way with your heart.

Final Fantasy VIII

14 Square EA / PlayStation
With a drastic dropoff from last month, FFVIII seems to be less of a Squall and more of a shower.

Crash Bandicoot: Warped

15 Sony / PlayStation
Even with a new racing title on the charts, that lovely manic rodent's third installment still holds on.

NFL 2K

16 Sega / Dreamcast
This gorgeous Sega football title helps keep that gridiron madness going well after the Super Bowl.

Super Smash Brothers

17 Nintendo / Nintendo 64
Mario, Yoshi, Pikachu, and all those other adorable Nintendo warriors are again a smashing success.

Metal Gear: VR Missions

18 Konami / PlayStation
Fans of the stealth masterpiece get put through new grueling exercises, and learn to love it.

Jet Force Gemini

19 Nintendo / Nintendo 64
The bug-battling game with more beheadings than Sleepy Hollow. Talk about video game violence.

Frogger

20 Hasbro / PlayStation
Since Muppets in Space bombed, this still-popular gaming amphibian is now giving Kermit a complex.

Nascar 2000

21 Electronic Arts / PlayStation
Drive around and around in circles without having to leave the comfort of your living room La-Z-Boy.

Sonic Adventure

22 Sega / Dreamcast
Steroids pump up Sega's blue-haired mascot in the speed department, but shrink his staying power.

Namco Museum Vol. 3

23 Namco / PlayStation
Three year-old arcade compilation is back on the charts with a \$20 pricetag. That's only 80 quarters.

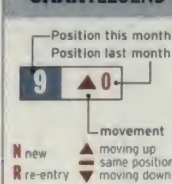
NFL Gameday 2000

24 989 Studios / PlayStation
Scoring with dog-piling, ass-slapping men. Just what kind of American pastime is this?

Gauntlet Legends

25 Midway / Nintendo 64
This 3D update of a beloved arcade classic is still cashing in on that quarter-pumping nostalgia.

CHARTLEGEND



THE NPD

The detailed chart information provided on this page is provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

TOP 10

Nintendo 64

- 1 - 1 Pokémon Snap • Nintendo
- 2 ▲ 3 AM: Sarge's Heroes • 3DO
- 3 ▲ 6 Super Smash Bros. • Nintendo
- 4 ▲ 5 Jet Force Gemini • Nintendo
- 5 ▼ 4 Gauntlet Legends • Midway
- 6 ▲ 9 NFL Blitz 2000 • Midway
- 7 R WCW/NWO Revenge • THQ
- 8 N Knockout Kings 2000 • EA
- 9 R Mario Kart 64 • Nintendo
- 10 - 10 GoldenEye 007 • Nintendo

Knockout Kings 2000 enters the ring this month, but Pokémon still reigns supreme.

TOP 10

Playstation

- 1 N RE3: Nemesis • Capcom
- 2 N Knockout Kings 2000 • EA
- 3 N Crash Team Racing • Sony
- 4 ▲ 7 Tony Hawk's Skater • Activision
- 5 R Spyro the Dragon • Sony
- 6 ▼ 3 Driver • GT Interactive
- 7 N Spyro 2: Ripto's Rage • Sony
- 8 N Madden NFL 2000 • EA
- 9 ▼ 8 Gran Turismo • Sony
- 10 N Pac-Man World • Namco

Final Fantasy falls like a lead balloon, but the Resident Evil 3 happily takes its place.

TOP 10

Dreamcast

- 1 N NBA 2K • Sega
- 2 ▼ 1 NFL 2K • Sega
- 3 ▲ 4 Sonic Adventure • Sega
- 4 ▼ 3 Ready 2 Rumble • Midway
- 5 ▲ 6 Soul Calibur • Namco
- 6 N WWF Attitude • Acclaim
- 7 ▼ 5 Sega Bass Fishing • Sega
- 8 N Toy Commander • Sega
- 9 N Dynamite Cop • Sega
- 10 N Speed Devils • Ubi Soft

NBA 2K takes center stage with the start of the b-ball season, while football slumps.

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Challenge your friends with trained monsters



Randomly generating dungeons in The Mystic World

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- Breed monsters to create stronger offspring with unique magic spells and special abilities
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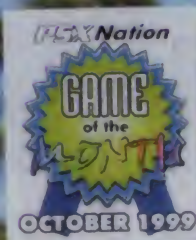
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COMING SOON TO NINTENDO 64 AND GAMEBOY

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A GRUDGE MATCH 65 MILLION YEARS IN THE



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MAKING.



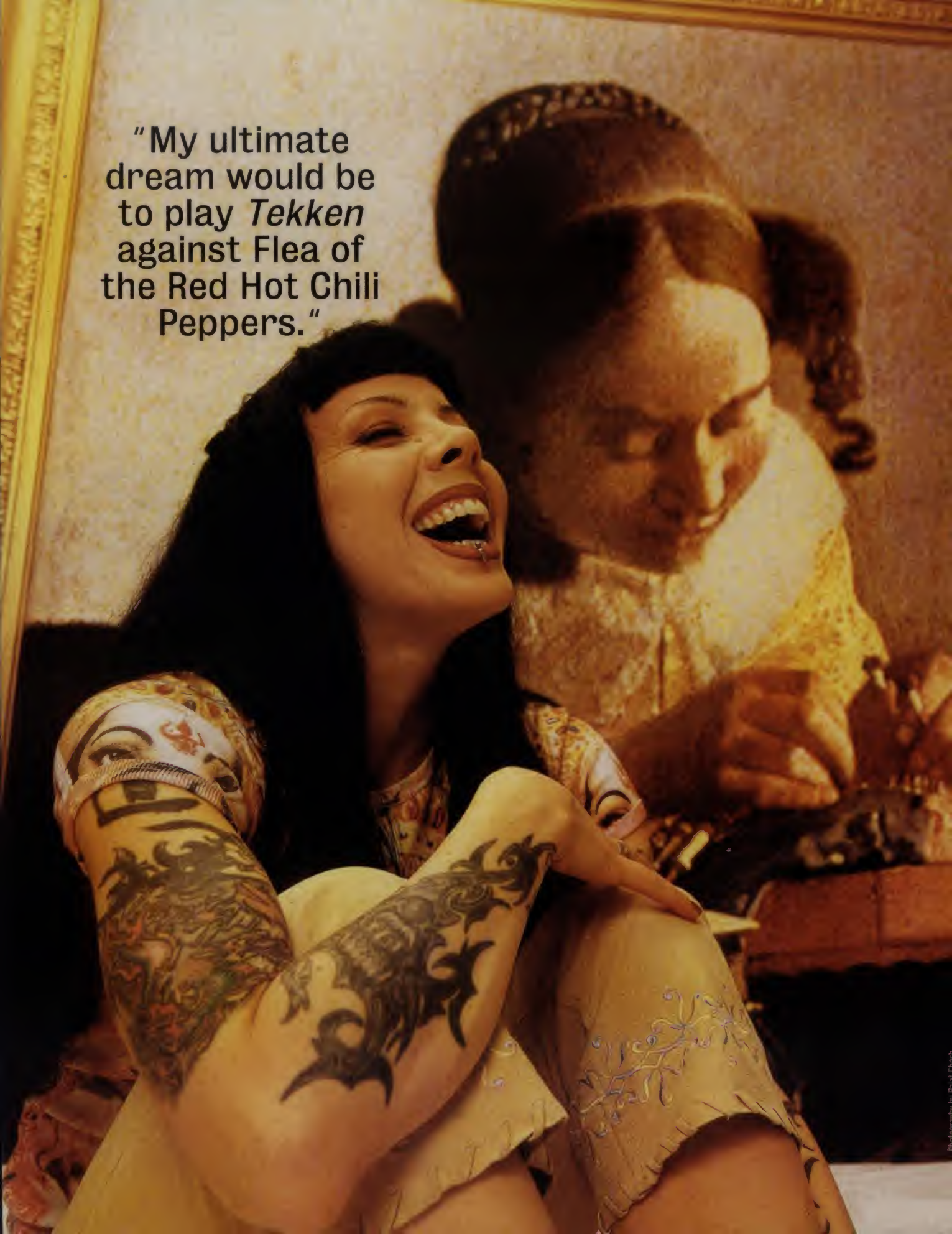
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"My ultimate dream would be to play *Tekken* against Flea of the Red Hot Chili Peppers."



No Weakness

When not rockin' the stage, bad-ass singer **Bif Naked** tries to rock a game of **Tekken**. Paul Semel met this martial arts mistress.

This is the tale of a girl gone bad. Or good (depends on your perspective). Once upon a time, there was a sweet little girl named Beth Hopkins who did a lot of the things that sweet little girls do. But when she was 13, she started hanging out in arcades and ended up tossing aside her ballet slippers in favor of a skateboard.

These days, she's a bad-ass rock star who calls herself Bif Naked. Straight-edged and rock hard with enough tattoos to scare a ballet instructor (hell, even a drill instructor), Bif studies the martial arts and excels at the nunchucks and long staff. But her roots stay with her. Beneath her tough but sexy exterior is still a sweet girl, though one who still likes to hang out in arcades.

This is her story.

So what are your video game roots?

The first time I ever played a video game was *Tetris* in an arcade, which I wasn't supposed to be in because I wasn't old enough. But growing up, we didn't have an Atari. The people across the street did, and we'd play *Pong* a lot, but we never had any kind of stuff like that in my house. Even when I got to college and starting playing in bands and touring, the same thing. Though I did have a Game Boy, I got it as a Christmas gift from a guy.

Do you own any systems now?

We've got a Nintendo 64 on the tour bus, and at home I've got a PlayStation, but I'm never home.

What games do you like?

I really like playing *Tekken*. Anything with martial arts and fighting. Do you think your martial arts training helps you play *Tekken* better?

It makes it more fun because I recognize the moves. It's fun to see someone go from a low section kick to two punches and a front kick to the head or a snap kick, I love it. It reminds me of class.

GAMER CREDENTIALS

Years as a
gamer: 18

Favorite game:
Tekken



Favorite video
game character:
Jack from *Tekken*

Systems she
owns: PlayStation,
Nintendo 64

Official website:
www.bifnaked.com

Latest album:
I Bificus

So are you good at Tekken?

Not at all [laughs]. Mostly because of my dexterity, I'm just not that quick. But I really like it, I get really wild when I play. I never had the opportunity to cultivate my skills.

But can you beat anyone in your band?

Yes, though usually I want to take on my managers, Peter K. and Johnny Z. And if I'm going to fight against one of them, I'm going to be Jack. I like to mimic the move Jack does, where he swings his fists around and keeps bonking people on the head. That's my absolute favorite.

Are there other games you think are cool?

The hockey one I really want to get into, the one on PlayStation, *NHL Face Off*. And if I ever win the lottery or something I want to get a PlayStation or a Nintendo 64 and a NASCAR racing game for my mom. Her dream in life was to be a race car driver, but she never realized her dream. And now she's getting on in years, so I think it would be a real thrill for her if I got her a racing game. Or even one of those arcade machines where you sit down and drive it, the big ones.

Any games you aren't impressed with?

I played a golf game once, I didn't really like that. Again, it's the coordination thing, I couldn't figure out how to do it right.

You have a lot of tattoos on your arms.

Would you ever get a tattoo of a video game character?

Ummm, maybe. So far I haven't seen any video game characters that have really struck me. All my tattoos are Taoist or Buddhist in nature, things that have really struck me, a saying or a symbol. People sometimes compare you musically to Gwen Stefani of No Doubt. If you played her in *Tekken*, who'd win?

Well, she might be able to kick my ass if her hand-eye coordination is even a smidgen better than mine, because mine is truly atrocious. But hasn't it gotten better from playing

video games?

No, I've found that it hasn't gotten better. Plus my wrists get sore. You've toured a lot, have you gotten to play *Tekken* against people from any of those other bands?

No, I would've liked to have played against Fuel. But my ultimate dream would be to play *Tekken* against the Red Hot Chili Peppers. Oh yeah.

Who do you think would win?

I think it would be a pretty close match between Flea and myself, though his dexterity is probably f-ing amazing, so maybe I'd get my ass kicked. But they're heroes of mine, so I might just willingly lay down and let myself get killed.


What do you think of female characters in video games like Lara Croft?

They have the best f-in' boobs. I love that the most. I'm a big fan of boobs. I really like women in video games, I just love their boobs.

Do any of your songs appear in a game?

Not that I'm aware of, but I would. I would gladly do that.

What if they wanted to make a whole Bif Naked game? What would that be like?

Martial arts. Martial arts and skateboarding and snowboarding. 



BACK IN BLACKJACK Bif likes to play with hunks of metal in *Tekken*, and on her lip.

Recognize This!!!

The Lo Down's in the house! D'Lo Brown's back and ready to rumble with *Knockout Kings 2000*.

D'Lo Brown

Graduated from:
University of Maine

Favorite sport:
Football

Favorite opponent:
X-Pac

Movie of the month: *The Sixth Sense*

Favorite CD: *The Chronic 2001* by Dr. Dre



YOU LOOK MARVELOUS

Use Hagler's headbutt to damage your opponent, then go for the knockout.

THE REAL DEAL

Be sure to watch the **WWF** every **Monday** night at **9:00 PM** on USA for **Monday Night Raw** and every **Thursday** night at **8:00 PM** on UPN for **WWF Smackdown**.

For additional information on **D'Lo** and the **World Wrestling Federation**, you can visit the following **web sites**:

www.wwf.com

Boxing Brilliance

Knockout Kings 2000 is phenomenal. The graphics are just awesome and the gameplay's extremely cool – especially when you land a special combination to knock your opponent flat. I also love the new power punch that helps finish people off, and if you don't know what I'm talking about, maybe you should ask David Tua because he gets his wig split by it every time I play as him. No disrespect, Tua, I mean, don't come looking for me in a mall or anything, it's just that your character in the game sucks!

Back to the game, *Knockout Kings*' graphics, especially in the N64 version, look more cartoonish than the original game, and now the fighters even flip and spin through the air when they get knocked out – but I like that extra flair, it really adds something special to the gameplay. My favorite move has to be "Marvelous" Marvin Hagler's headbutt. It's a great way to cut your opponent early on in the match. What a weapon. My tip of the month, though, is to look for the ring girl in white. Whenever she appears, that's the round when my boxer knocks his opponent out. It's a curse that can't be stopped – see if it works for you. It'll at least play mind games with your opponent, and sometimes that's all you need to knock a sucker out.

Know Your Own Damn Role

This next blt right here is dedicated to my boy The Rock. You know you laid a little something-something on me last issue talking about I better know my role...well listen up, punk! I'll beat you, any game, any system, anywhere. Heil, I'll even break out my Atari 2600 and beat your monkey ass all over the United States,



then kick you into Canada for even more. You better recognize just who the game master is!

In fact, I'm going to throw it all on the line. Next month, *Incite* has set up the WWF superstar challenge between myself and The Rock in Madison Square Garden, the greatest arena on Earth. I'm going to go one-on-one with The Great One and guess what, The Great One is going to take two steps back, bend over, and pick up the little punk controller he plays with, and then I'm going to knock the dog snot out of him! Recognize that, brother!

Question of the Month

Q. Where did you get the name D'Lo?

A. This touches on my soft sensitive side, but growing up, a friend of mine passed away from cancer. His name was Darren Lewis. D is for Darren, Lo is for Lewis...there you go. Paying my respects.

Send questions for WWF question of the month via email to: wwf@incite.com



World Wrestling Federation

Check out D'Lo Brown, The Rock, and all of the WWF superstars live on tour when they come to a town near you. Here's a list of the WWF's scheduled events for the month of January:

Date	Location	Tickets
1/3	Miami, FL	305-358-5885
1/4	Orlando, FL	407-839-3900
1/8	Minneapolis, MN	612-989-5151
1/9	Kansas City, MO	816-931-3330
1/10	St. Louis, MO	314-241-1888
1/11	Chicago, IL	312-559-1212
1/12	Grand Rapids, MI	616-456-3333
1/16	E. Rutherford, NJ	201-507-8900
1/17	New Haven, CT	203-624-0033
1/18	Providence, RI	401-331-2211
1/23	New York, NY	212-307-7171
1/24	Philadelphia, PA	215-336-2000
1/25	Baltimore, MD	410-481-SEAT
1/28	Indianapolis, IN	317-239-5151
1/29	Dayton, OH	937-228-2323
1/30	Cleveland, OH	216-241-5555
1/31	Pittsburgh, PA	412-323-1919

Win an autographed action figure of D'Lo Brown:

Be the first person to mail a picture of you winning the WWF Championship in *WWF Wrestlemania 2000* with D'Lo Brown as your character.

Send pictures to:

D'Lo Action Figure
650 Townsend St. Suite 305
San Francisco, CA 94103

NEXT MONTH

D'Lo Brown Vs. The Rock, WWF video game championships

I'm D'Lo Brown, yelling it 'cause nobody else is telling it!

THE DUKES OF HAZZARD

RACING FOR HOME



***I reckon y'all haven't lived life till you leap across
an officer of the law in the General Lee.***

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices
of James Best, Waylon Jennings,
Ben Jones, Sonny Shroyer, Tom Wopat.
Also featuring original music
by the Tractors.

A Mission-Based Arcade Racing Game

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Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Dry Mouth

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.





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GAMEPLAY for more
debilitating action
and power. Comes
in handy for the
**THREE RUTHLESS
MERCENARIES**
whose destinies
you control.



**MOTION FX
TECHNOLOGY.**
Pre-rendered,
fully animated
backgrounds
creating a
frighteningly
real world.



Breakthrough
**SUSPENSE/ACTION
ADVENTURE** game.
Beyond your
realm of fear.
Beyond any
3rd person
game created.

fear effect™

It can recognize your fear. Can you?



NAUGHTY DOG

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I GOT YOUR
HAND SIGNAL
RIGHT HERE
BUDDY.



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It's not driving. It's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to roadkill. And if you're man enough to survive the hair-pin turns, you'll score a TURBO boost. Unless, of course, you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can race to the ugly finish. With over 12 playable characters in all. Basically, it's a full-blown war on wheels.

www.playstation.com



Once he gets behind the wheel, things get ugly.



PERFECT 10

By David Hodgson and Paul Semel

Television's most beautiful weapons expert deactivates the notion that girls can't be tough and tender. **Natalie Raitano** gives us a V.I.P. tour of *Perfect Dark*, and we offer 10 reasons why the game blows apart *GoldenEye 007*. Witness the perfection....

The follow-up to a game like *GoldenEye 007* had better be perfect. It had better offer an expanded inventory of even more inventive and amusing weapons, more intelligent enemies, dozens of thrill-a-minute missions, incredible multi-play, and a sassy British heroine that can maintain complete composure in the combat zone without a hair out of place. Hell, at this point, we'd even settle for Roger Moore limping around rejected *Turok 2* levels with a musket, shooting guards like his toupee was on fire - that's how eager we are to get our hands on a final copy of *Perfect Dark*. It's a good job, then, that the game is all that and more. Rare's big game hunt is almost over, and after taking control of the game's star, Joanna Dark, we came away so shaken - and not to mention stirred - that we'll never go back to *GoldenEye* again.

As Nikki Franco (Natalie Raitano's character on *V.I.P.*) and Joanna Dark share the same line of business, and it seems, the same hair stylist, we felt it was our duty - nay, our *moral responsibility* - to go undercover and thoroughly pump Natalie for information relating to female espionage frolics. We also checked in with the *Perfect Dark* development team over

at Rare for even more information on the game itself. Thank goodness that our untiring research has paid dividends - once you scrutinize both agent's assets, you'll be able to fully appreciate why this game took so long to finish, and why *V.I.P.* was the number one-rated first-run syndicated one-hour drama series on television.

Yep, Rare has really outdone themselves this time, and are set to send first-person shooting game fans into an excitable frenzy not replicated since Charlton Heston's last NRA meeting. Expect a full week of gameplay to finish the entire *Perfect Dark* experience, cunning foes with more artificial intelligence than Dan Quayle has real intelligence, and no shiny green tank-top jiggling with massively inflated breasts to sell a game. If Rare are to be believed (and they are), then *Perfect Dark* is a whole new world "that has unlimited potential... this gives us [Rare] the ability to put in the elements that we think will make for the best possible gameplay." Strong words, indeed. So what are these 10 elements that deliver a console game like you've never seen before? Natalie and incite reveal all....

Continued on page 42

Photography by Ronald Cadiz

Continued from page 41



JO'S FIRESHOW Joanna is packing the kind of heat usually reserved for a Ted Nugent hunting trip.

a femme fatale kicking Croft to the curb

Central to Rare's plans of enticement is the fairer-sex star of *Perfect Dark*. A combat operative virgin working for the Carrington Institute, Joanna Dark is a mixture of Winona Ryder in *Alien Resurrection* and Natalie Raitano in real life. With an English accent. Joanna's hobbies include working out, listening to classical music, and eating Thai food. She's around 850 polygons big, has over 20 body textures, more than 2400 vertices, and is 0.55 meters wide and 0.27 meters deep.

When she isn't kicking the crap out of opponents, she's choosing which kevlar jacket doesn't make her bottom look big. Favoring attacking methods that, according to her, "take the target down fast," Jo (as she likes to be called) is Nintendo's Lara Croft, but as Rare put it in a clear reprimand to a certain tomb raider, "It is unlikely that Joanna will take her clothes off to get on the cover of a magazine." Joanna Dark is a lady... with a bit of animal thrown in. Grrrr!

What favors the female agent? Nat says: "With a woman, the bad guys won't see it coming, it'll be more of a surprise, she'll just whip it on them. They're thinking, 'Oh, she's pretty.' Then they'll get jacked up."



SUIT-UP, SHOT DOWN An AR-34 burst hitting deep in a restricted zone.

"WITH A
WOMAN,
THE BAD
GUYS
WON'T SEE
IT COMING,
IT'LL BE
MORE OF A
SURPRISE,
SHE'LL
JUST WHIP
IT ON
THEM.
THEY'RE
THINKING
'OH, SHE'S
PRETTY.'
THEN
THEY'LL
GET
JACKED
UP."

dynamic storyline dataDyning out

The year is 2023. The future city is all neon and hover cars. Rappelling down from a drop ship, Joanna starts her operation by infiltrating the dataDyne complex on a mission to uncover sinister plans involving the incubation and testing of extra-terrestrials. "*Blade Runner*, *The Fifth Element*, and *X-Files* were all influential," Rare informed us. Topping Jo's to-do list is a rendezvous with Doctor Carrol, a dataDyne scientist. He's somewhere in the building, and after speaking out against the corporation's unethical practices, he's undergoing neurological modification to "correct" this lapse in toeing the party line. Additionally, levels follow on from one another – you'll have to weave through the dataDyne building, down to the basement, and out again – and the 50 hours of gameplay and intricate plot eventually lead, according to Rare, to "an alien crash site at the bottom of the Pacific Ocean." First-person combat and a plot? How novel.

Nat says: "The storyline is always important. Like with *V.I.P.*, without a good story it would just be a dumb T&A show. But instead, our show has action, it has comedy, there's relationships, there's all sorts of things going on. And if it didn't have all those aspects, people would've said, 'Oh, she's cute,' and they would've been like 'click' and watched *Snoops* or something."

Continued on page 44



SHOT IN THE DARK Keep quiet, keep your Falcon 2 aimed at the soldier, and prepare to kill quick.



DATA ENTRY Lap-top weapons, and old fashioned hacking as Jo jacks into dataDyne's mainframe.

"A FARSIGHT? ONE OF THOSE WOULD BE GREAT WHEN YOU'D LIKE TO BE A FLY ON THE WALL. I WOULDN'T USE IT TO SPY ON GUYS IN THE SHOWER, THOUGH. I COULD EASILY GET INTO A GUY'S SHOWER."

HAIR: GUY AROCH; MAKEUP: JAMIE; STYLING: JAMIE; HAIR: GUY AROCH; MAKEUP: JAMIE; STYLING: JAMIE

Continued from page 42



SMOOTH OPERATOR Sneaking up on blissfully unaware dataDyne personnel, Jo starts with security.

smart gadgets

Taking your infiltration further

We're not talking cuff-links that shoot poison darts. No, not machine-gun jubbies. Instead, Joanna comes equipped with the latest in HUD technology. When an enemy wounds Jo, a green health bar momentarily appears at the top of her area of vision. Similarly, weapon ammunition is displayed, Terminator style, in two bars—one for primary, and one for secondary ammunition. With on-screen targeting and a constantly updating message center, Jo is thoroughly plugged in, and can switch to green-screen Night Vision Goggles and execute in complete darkness. Finally, the Z2020 Farsight—the most original game weapon since the Cerebral Bore—allows you to slowly target living creatures *through* walls, Predator style, and takes down the target effectively. Unfortunately, friends and foes alike can be plugged by this ultimate in neighbor deterrence.

Nat says: "One of those would be great for when you'd like to be a fly on the wall. Like at an audition, you could see their expressions after you leave. Or if you went to your boyfriend's apartment, and he wasn't answering the door but you knew he was there, you could see through the door. I wouldn't use it to spy on guys in the shower, though. I could easily get into a guy's shower."



DYING OUT Joanna sets an ambush, Solid Snake style, in the mean streets near dataDyne central.

"I'M AN ACTION JUNKIE. I WANT TO SEE SOME KICK-ASS, OFF-THE-HOOK, RIDICULOUS, DOESN'T-MAKE-ANY-SENSE S—. I WANT TO BE ENTERTAINED, AND ACTION IS ENTERTAINING."

wild weapons

40 ways to die

From our lock and loading experience, not only are the weapons numerous, but they're also realistically modeled on what the gunsmiths at Rare believe ordinance technology will mutate into in 23 years. Joanna's main pistol is the laser-sighted Falcon 2, and she can hold weapons vertically in a bracing stance, bobbing in the usual position, or in the "gangsta" manner (horizontally, and thus horrendously difficult to aim). Machine guns include the stealthy CMP-150 and the deafening AR-34 assault rifle. Found two weapons? Then carry them both around, John Woo style.

So why is it important for an agent to be properly armed? Nat says: "It's always important in case you want to randomly blow someone up who pissed you off. Or if you have a grudge against someone... [laughs], no, I'm kidding."

all-out action

preying on the old Joanna

The unrelenting action is at times panic-inducingly hectic. However, this manic gun combat is tempered by periods where you must use stealth maneuvers to slip by unnoticed. Despite 17 "mentally difficult" levels, there's more than enough enemies and equipment to destroy. Try taking on an attack helicopter from the inside of a skyscraper with a Slayer rocket launcher without breaking a sweat.

Nat says: "Action is exhilarating, I'm an action junkie. I don't want to see *The Piano* or *My Left Foot*, I want to see some kick-ass, Arnold Schwarzenegger, Steven Seagal, *Matrix*, off-the-hook, ridiculous, doesn't-make-any-sense s—. I want to be entertained, and action is entertaining."



STRAFE CHAFE Narrowly missing a bullet, Jo takes on reactor workers.

complete control

time to tussle in the *Dark*

Remember the *GoldenEye* control? Early perfection, and Rare see no reason to change. But now, levels don't come complete with invisible walls to stop you plummeting to your death after a strafing battle gets way out of hand. Instead, a nasty fall into inky darkness awaits, and there's no rappel rope to save you. Scenery is also more susceptible to damage – you can shoot out glass panes and destroy highly expensive computer equipment at the drop of a grenade and without the *GoldenEye* slowdown. Later, Jo becomes a part-time porter, shifting alien bodies around on stretchers, and riding on a hover-bike. Yes, the bike sways left and right realistically when you board it.

Nat says: "I'm very familiar with control issues. I have a very controlling father, and my mom too, so I try and watch my behavior to make sure I don't do that. I just worry about me."



I'M SPENT Hails of bullets rattle through dataDyne glass in Dolby Surround.

awesome audio

sounding off on communication

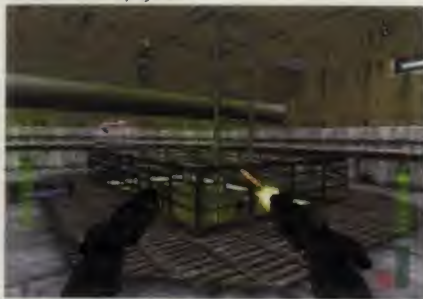
It isn't only the moody stealth score in Dolby Surround and one and a half hours of script (yes, on a Nintendo 64 cartridge) that's getting us all hot and bothered – you'll really interact with characters, even co-operate with them to defeat dataDyne goons. "Jo is joined by companions at various stages," confirms Rare, and failure to play nicely with your newfound chums can result in what Rare terms "consequences."

Nat says: "Communication is vital. But I also think there's an art to it. I don't think I'm the best communicator all the time, it's something that I need to work on."

Continued on page 46

Pink fringe halter top by Absinthe at MACYS, black sheer zip skirt by Cynthia Steffe at MACYS, shoes by Charles David, black diamond and platinum ring by Refinery Santa Monica

Continued from page 45



DOUBLE TROUBLE It takes two MagSec 4 pistols, with ammo levels shown, to drop this dodging foe.

intelligence

mincing the Mensa members

From the security guards to lab-coated autopsy specialists and even to female assassins, the opponents that you'll face aren't just automatons with a couple of ducking animations. "They will assess threats, work as a team and communicate with each other to always keep the player wondering," says Rare. They certainly sound tough enough, barking orders and shouting, "halt!" as your stealth maneuver goes awry. They also remain on the ground when dead, rather than fading away in some sort of ethereal mist, and leave exit wound blood patterns on nearby walls after a particularly vicious attack. "We've added a substantial number of motion-captured animations to the game, especially in the cut-scenes," Rare told us. In fact, "The dataDyne bad guys occasionally do amusing things by accident." Intelligent enough to make real mistakes? Now *that's* real AI.

So is intelligence sexy? Nat says: "Intelligence is sexy. It creates a certain confidence in someone, and it's always good if someone isn't constantly looking for a reaction from other people because they're secure. Sure, you find people who are intelligent and still needy, sometimes, but what makes them sexy is when they're not like that."



SNEAK'S ALIVE While players one and four attack, player three plans an ambush in the refinery.

"THIS GIRL HAD BEEN SPILLING DRINKS ON ME ALL NIGHT, AND WHEN ALL THOSE DRINKS FELL ON ME, I WAS JUST LIKE 'THAT'S IT, NOW, I'M GONNA BEAT HER ASS.'"

aliens

the gray area

The secret's out – *Perfect Dark* has all manner of large-headed pale freaks running about. No, we're not talking about the cloning of Clint Howard. Gray aliens appear throughout the game and are integral to the mission. It seems that the Grays' enemy, the Skeedar – a different type of ET – and the dataDyne suits are in cahoots, and are terminating the little bulbous-headed guys. In one level you actually get to break the Grays out of confinement and follow half a dozen of them armed with pistols as they disperse and tactically swarm over a sentry guard.

Nat says: "I'm not really an aliens person, but I believe in everything. I'm totally a believer in ghosts, angels, past-lives – stuff like that. So I'm totally a believer in aliens, there's got to be some reality to it. I'm not someone who goes out and follows it, but I believe they're out there."




GUTTERSNIPE Player two sets up for a spot of camping, while his friend takes on a Simulant.

multiplay

Fun with *Dark* foursomes

When you play through the single player game, keep this in mind: Rare says, "Just about all the characters are available in deathmatch," and that includes the aliens, as well as your own head. Yes, thanks to a device called the Game Boy 64, your face can be photographed, taken from the Game Boy Camera, colorized, stretched over a head so it doesn't look like a joke shop mask, and added to your favorite character – in under a minute. Aside from classic *GoldenEye* levels returning, you can also challenge up to eight "Simulants," computer opponents who track you down mercilessly. Or you and a friend can take these killers in cooperative mode.

So, Natalie, why is it better to play with another person instead of with yourself?

Nat says: "More people add to the party. It just makes things more interesting." 

Shooting Star

Is the hero of *Perfect Dark*, Joanna Dark, the digital doppleganger of *V.I.P.*'s feisty Natalie Raitano?

When it comes to getting someone's attention, hitting a spoon so it goes flying into the air is pretty effective. But that was probably not the intent when Natalie Raitano – the sexy, spunky star of *V.I.P.* – sent her utensil into orbit at the Hollywood eatery Hugo's. After all, Nat does not need silverware to get anyone's undivided attention. Though the show boasts a bevy of beauties – including this blond one who's married to a rock star or something – Nat has diverted many male eyes her way thanks to her rich, Italian good looks, killer bod, and infectious lust for life (though the cutoff shirts haven't hurt either).

Which is why no one would fault you for thinking she's unable to be duplicated. But the girl might have found her match, in video games anyway, with Joanna Dark. More than one person who's played the game has commented on how much Joanna Dark resembles Natalie. So is Nat worried? Hardly. As she noted, polishing off her spoon-less cappuccino, she's already living in a video game world. Why not be a video game girl?

Let's start at the beginning. What were you like as a kid – a tomboy or a girlie-girl?

I was somewhere in between. I was a tomboy when I was younger, and then, when I discovered guys, I got into the whole girl thing where I wore makeup and always had to look cute. So I played that role, but I think, deep down, I always had a tomboy vibe about me. That's why my part in *V.I.P.* is perfect for me. As Ice-T told me once, "Nikki Franco is your alter ego."

The show is very physical. Do you do your own stunts, or have you learned better?

I don't do that much, but I have no desire to do them anyway. Like yesterday, I had to drive this boat really fast, and I was just scared s-less.

So when did you get into your first fist fight?

The first one or the last one? 'Cause I almost got into a fight in a club with Charles Barkley. Not with Charles Barkley, but he was with me. You see, I used to be in this girl group, these girls were my best friends, but when I got on *V.I.P.* we fell out. So one of the girls was there, and there were all these drinks on my table, and this girl falls back on the table on purpose. I don't know what she was doing, but people had been spilling their drinks on me all night, and when all those drinks fell on me I was just like, "That's it, this s-f-in' over right now, I'm gonna beat her ass." But when I went to dive on her, Charles grabbed me. He yelled, "You can't act like that, you'll get yourself in trouble," though I was like, "Uh, aren't you in jail every week for being in trouble?"

Well it seems to me that the real you is a pretty hyper person. When's your quiet time?

Right now, I'm focused on my career, so there's not a lot of time. Maybe once or twice a week I'll get to sit and have a coffee, or at the end of the day I'll do some S.C.S.: Serious Channel Surfing.

Well, a lot of people have said you'd be perfect to play the lead if they ever made a *Perfect Dark* movie. Does that interest you at all? Would you be interested in doing a video game movie?

Oh my god, I would love it, that would be so much fun. That would be just like the life I'm living now: a human video game.

Now the game has you being a spy, which requires some sneaking around. Do you have any tips for someone who wants to be sneaky?

I would say, downplay yourself. Act as inconspicuous as possible, and don't dress so you stick out. Just dress so you look like you're going to the grocery store, and that's all you're doing.

Have you ever resorted to such techniques, say to see if your boyfriend is stepping out on you?

I don't need to do that, please [laughs]. Just kidding. No, I've never really spied. In college I would try to bust my boyfriend by just showing up – "Hi, I'm here!" – but it never really worked.

Have you ever killed a man just to watch him die?

Uh, no. Not recently [laughs]. Have I ever wanted to? Yes [laughs].

Has playing a gun-toting babe on TV given you a love for weapons?

No. Actually, it took me a while to get used to it, it freaked me out. I'm actually not into guns.

Well, every time you have to whip one out on the show, you always look like you're about to laugh. Oh yeah. Especially if Pam's in the scene, we crack up all the time, we love being in scenes together. Plus it's just so ridiculous. Me with those big guns is ridiculous. Me blowing something up, me knowing about bombs, is ridiculous. I'm so tiny, it's like I'm Mighty Mouse or something.

The funny thing was this one guy who asked me out. He knew I was on the show, and he was like, "I thought it would be really fun if we went to a shooting range before dinner." I was just like, "Uh, I'll call you back."

So you won't be joining the NRA anytime soon?

No. I want to keep it like a fantasy. I'm not like, "Oh great, I get to shoot a gun," because I'm not really for guns. When I have free time, I'm not going to the shooting range, I'm going to the mall. Finally, since you're the show's munitions expert, do guys ever ask you to hold their dynamite?

In fact they do [laughs]. And depending on how dynamite it is, sometimes I will.

I heard

you've

been

y.

naught



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www.incitegames.com/tr3

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A total of 20,000 copies of Tomb Raider III will be awarded (\$34.99 Retail Price). A random drawing to award all prizes will be held on or about March 17, 2000 from all eligible entries received by February 29, 2000. The odds of winning depend upon the number of eligible entries received. Only one entry per person is accepted. You may enter by filling out the official entry card, accessing our website, or printing your name and address on a postcard and mailing it to ATTN: VGTR3, 650 Townsend Suite 305, San Francisco, CA 94103. The contest is open to all legal U.S. residents, except for the employees and immediate family of the Sponsor, the prize manufacturers, their affiliates, subsidiaries, advertising agencies, or any other company involved with the design, production, execution or distribution of the drawings. Persons under the age of 18 require parental consent to participate. Any tax liability is solely the responsibility of the winner. All federal, state, local, and municipal and provincial laws and regulations apply. Sponsor shall be deemed sole interpreter of the rules and conditions. By participating, entrants acknowledge and agree to be bound by these rules and the decisions of the Sponsor are final. Void in the states of Florida and New York and where prohibited by law. Prize components are not exchangeable, transferable, or redeemable for cash. Prices shown are estimated retail prices, actual prices may vary. The Sponsor does not make and is not responsible for any warranty (including fitness for particular purposes) or guarantee with regards to any prize or portion thereof. All sweepstakes entries become the property of the Sponsor and will not be returned. In the event of unavailability of stated prize(s) or component(s) thereof, Sponsor reserves the right to substitute item(s) of comparable value.

A rear view of a silver Ferrari 360 Modena driving at night. The car's taillights are illuminated, and the Ferrari prancing horse logo is visible on the rear panel. The background is dark with some blurred lights, suggesting motion.

EVERYONE
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The price you pay for losing isn't just pride. It's your 396 hp exotic. Watch for nasty hairpins. Aggressive opponents who might damage your baby. And, of course, the cops. They all want to see you lose it in a very big way.



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xrated

Just how manly are the men of **The X Show**? We wanted to know too, so we had them compete in a couple rounds of *Track & Field 2000*. Paul Semel is the official writer of the 2000 *incite* Olympics.

For hundreds of years, the Olympics have represented the best in athletic competition. And then Nancy Kerrigan got whacked in the kneecap and all bets were off. But someday the glory of Olympic competition will be returned, and all will hold this once-great event in as high of regard as they did before some white trash fool with a John Waters mustache and a tire iron ruined it for the rest of us.

This was the hope when we invited the stars of *The X Show* — Craig J. Jackson, Justin Scott Walker, Mark DeCarlo, and John Webber — to play four of the

dozen events found in *Track & Field 2000*, a new Olympic sports game from Konami designed to separate the men from the boys. But then Mark whacked John in the wrist with a tire iron and all bets were off. Not that

any Olympic glory was likely to be restored. From the sidelines, where she watched the events with Jon Ernst, the show's musical director, Courtney Birch (aka the show's lone voice of female reason) shrewdly noted, "It was cool to watch these guys play. But I would've liked it better if they were good."

"I really like this game, and I'll tell you why: it's like sports. You've got to have timing, you've got to have abilities, and you've got to psyche out your opponent."



CRAIG J. JACKSON

Years as a gamer: "Ever since they had Atari with *Pong* where they gave you the twisty thing."

Favorite video game: *Return Fire*

Favorite sports game: *Madden NFL 2000*

Favorite track & field event: Hurdles

Representing: Kenya



JUSTIN SCOTT WALKER

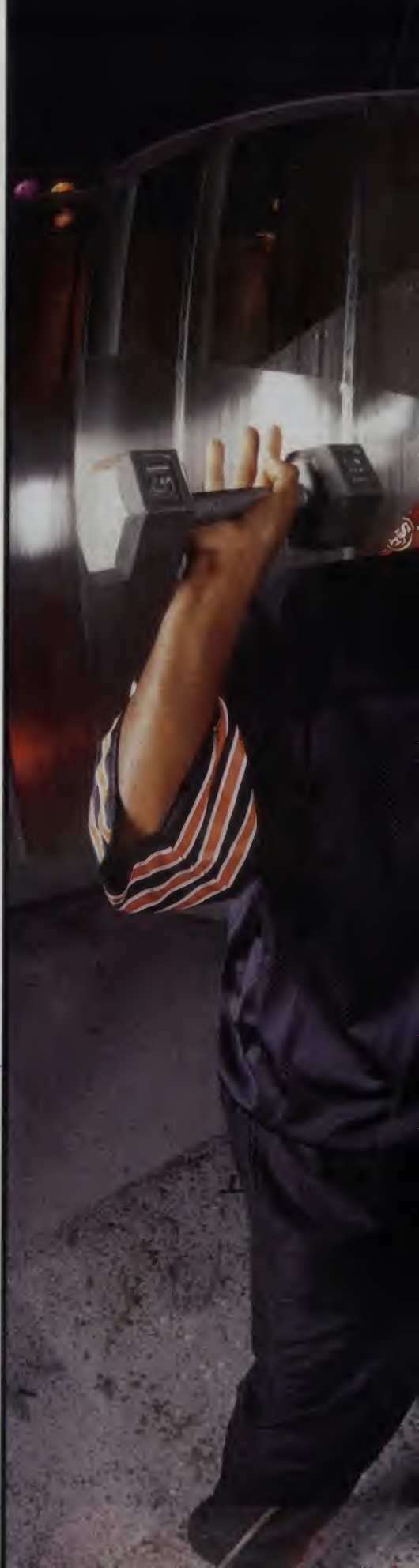
Years as a gamer: 20

Favorite video game: *Stargate*

Favorite sports game: *Madden NFL 2000*

Favorite track & field event: Steeplechase

Representing: Canada





MARK DECARLO

Years as a gamer: 13

Favorite video game:

"The first Nintendo baseball game, because I made a living off it for about a year and a half."

Favorite sports game:

Same as above

Favorite track & field event:

"The shot-put, because I got hit by one in high school and it almost killed me."

Representing: Italy



JOHN WEBBER

Years as a gamer: "Ever since *Pong* came out and I could reach the controls."

Favorite video game:

Twisted Metal 2

Favorite sports game:

Madden NFL 2000

Favorite track & field event:

"Hurdles. I actually ran them in junior high."

Representing: Japan

Photography by Rajat Ghosh

Continued on page 54

on your marks, get set, go!

FIRST EVENT

MEN'S 100 METER DASH

Smacking the buttons like their manliness depended on it, our athletes helped their cyber-selves run for dear life. But no amount of enthusiasm—or *Chariots of Fire* humming—could help Justin, Mark, or John as Craig took an early and commanding lead to win the race in a rather unimpressive 9.57 seconds. Still, Craig's obvious familiarity with the subtle art of frenetic button tapping was clear to all present. The rest of the crew was in for a big hurt.



1st Place	CRAIG
2nd Place	JUSTIN
3rd Place	JOHN
Last Place	MARK

Word from the winner:
"I do respect the competition, but we know who the winner is."

SECOND EVENT

CANOEING

What started out as an even race quickly turned into a blowout as Mark, in what appeared to be a state of Zen-like detachment, took an ever-increasing lead. Ahead by two lengths at the halfway point, Mark maintained this edge over his opponents until just before the finish line, when Justin exploded with a burst of speed, almost catching up. Strangely, no one took the opportunity to accuse Mark of being an ex-coxswain, although similar words were used.



1st Place	MARK
2nd Place	JUSTIN
3rd Place	CRAIG
Last Place	JOHN

Word from the winner:
"My people take well to water: Venice, Italy..."

THIRD EVENT

WOMEN'S FREESTYLE SWIMMING

Though it seemed like Justin's swimmer might have an unfair advantage over the others—since, as he noted, "Did you see the package on mine?"—his swimmer's years of steroid abuse, Speedo modelling, and hormone therapy were wasted as Craig quickly took the lead. Still, at least Justin's swimmer was paying attention, unlike Mark's, who remained on the side of the pool when the starter's pistol went off, as if waiting for the lifeguard to announce, "All Swim!"



1st Place	CRAIG
2nd Place	JUSTIN
3rd Place	JOHN
Last Place	MARK

Word from the winner:
"They said I could not swim, but obviously that's a complete myth...."

FINAL EVENT

JAVELIN THROW

First attempt:
Craig: Foul
Justin: Foul
Mark: Foul
John: Foul
Second attempt:
Craig: 92.20 meters
Justin: Foul
Mark: Foul
John: Foul
Third attempt:
Craig: 92.88 meters
Justin: 80.76 meters
Mark: Foul
John: 77.02 meters



1st Place	CRAIG
2nd Place	JUSTIN
3rd Place	JOHN
Last Place	MARK

Word from the winner:
"I don't want to put anything out there, but you see who the player is."

final thoughts

Craig: "It was fun, it's a fun game. The graphics are cool, everything looks real, and the body physics were realistic too. I ran away with the whole thing, and I don't want to stand here, bragging, but obviously we know who the man is. Three golds, c'mon."

Favorite event: 100-meter Dash

Justin: "I really like this game, and I'll tell you why: it's like sports. You've got to have timing, you've got to have abilities, and you've got to psyche out your opponent. It's like a long-time event."

Favorite event: Javelin Throw

Mark: "I'm sure it's a great game, but I think it's a little silly to have physical tests of strength on a video game. I can see sports games and other things, but sprinting and lifting weights? It makes no sense to me. Though the best thing was the music – sounds like a porno movie."

Favorite event: "The Canoeing, because I won that one. And I didn't drown."

John: I gotta tell ya, I'm horribly disappointed with my performance. My problem is I never had the eye-hand coordination to play actual sports, so it makes me sad when that comes to video games. But the game itself is really challenging. I could see someone who loves the Olympics really getting off on it."

Favorite event: Canoeing

THE REAL DEAL

Catch the **X-Show** every weekday at 11:00 PM-Midnight ET/PT. For more info check out their website at: www.FXnetworks.com

FIGHTING FORCE 2™

It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. As **Hawk Manson**, operative of the government espionage corps, SI-COPS, your job is to maneuver in and out of R&D installations on **all new 3D game engine**. You've got an arsenal of **hand-to-hand combat moves** and equipment to the tune of **20+ new weapons**. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

You're alone
on this mission,
so credentials are all
you've got to go on.



SI-COPS

PROFILE #1635

NAME:

Hawk Manson

OCCUPATION:

Espionage Operative

SECURITY CLEARANCE:

Ultra Magnum

FIELD OF OPERATIONS:

Global

WEAPONS PROFICIENCY:

- Pistol
- Grenade Launcher
- Shotgun
- Sniper Rifle
- Assault Rifle
- Knife
- Sword
- Stun Baton
- Chain Gun
- Industrial Beam Laser
- Flame Thrower
- Crossbow
- Axe

STRATEGIC INITIATIVES: Intercontinental Industrial
Nuclear Weapons Retraction
Bomb Diffusion
Timed Explosives Deployment
Top Secret Document Extract



MANSON, HAWK

Pimps Up, Hoes Down

PlayStation roody-poohs, listen up. The WWF's ready to lay the smack down.

■ SYSTEM PlayStation ■ PUBLISHER THQ ■ DEVELOPER Yukes ■ THEME Wrestling ■ PLAYERS 1-4 ■ AVAILABLE Feb 2000

INSIGHT

Q. Are there any special match modes?

A. Smackdown sports Single, Tag Team, Steel Cage, Handicap, Battle Royal, Royal Rumble, King of the Ring, Hardcore, Falls Count Anywhere, Survival, I Quit, and Special Referee modes. You can also create your own grapplers with a wrestler creator that's much more detailed than WWF Wrestlingmania 2000's.

Q. Are X-Pac and The Big Show the same size in the game?

A. No. The wrestlers are scaled to realistic heights and weights.

Q. Do wrestlers brawl backstage?

A. Similar to WCW Mayhem, wrestlers fight up the ramp, on the stage, and in backstage locations like a kitchen and a boiler room.

The WWF's cast of controversial characters includes a pimp, a porn star, and a super heavyweight named Sexual Chocolate. We caught up with the three athletes who have an appetite for "love" at the Survivor Series to find out about the new game, **WWF Smackdown**, and what really goes on backstage.

When it comes to the World Wrestling Federation, sometimes the craziest action doesn't occur in the ring, but behind the curtains. That's why THQ is developing their new PlayStation game, **WWF Smackdown**, to include locker room antics and back room confrontations that feature everything from wrestlers plotting moves and talking trash before a match to your grappler getting pummeled by a gang of adversaries prior to the main event. But that's nothing new when it comes to the WWF, because according to their superstars, plenty of mischievous encounters occur behind the scenes. "I'm constantly looking over my shoulder because people are always trying to jump The Godfather," said the colorful pimp minutes before rounding up his hoes for the night. "But that's OK because the hoes got my back. And you know, wherever you see The Godfather, you're bound to see some hoes. So when you're walking



RAISING KANE The Big Show attempts to pick up Kane to deliver a piledriver.

around backstage, you never know who'll be locked in some room with the ladies. These hoes will toss your salad, they'll pack your fudge, they'll even smoke your fatty and call you daddy if the money's right."

While tossing salads and packing fudge probably won't make it into the video game, there are plenty of other backstage endeavors and high jinks to be seen. Occasionally, a wrestler will ask you to be his tag team partner, and depending on your response, that muscle man might help you win your next match by striking your opponent from behind or interfere in a future bout and cost you the WWF championship by whacking you in the head with a steel chair. Also, as you develop rivalries with other wrestlers, they'll bum-rush you to try to gain an advantage before your match even begins. Your character will be shown strutting around the locker room, then bam, just like a televised taping of **Smackdown**, all of a

Continued on page 60



ASS BACKWARDS Mr. Ass, Billy Gunn, sets up Chris Jericho for his finisher, The Fame-ass-er as the crowd goes wild.



REST IN PEACE Stone Cold yanks the Undertaker's hair as they fight on stage.



Pimpin' ain't easy

The Godfather talks about more hoes than Mr. Green Jeans.

What's the difference between a good ho and a bad ho?

The best ho is a ho who pays you all of your money on time. You know, it ain't easy, sometimes you gotta keep these hoes in check, man, because they don't want to give you your money. So while The Godfather has his fun, The Godfather's got to make his money. Any ho who gives me the right amount of money on time is the ho for me - the perfect ho.

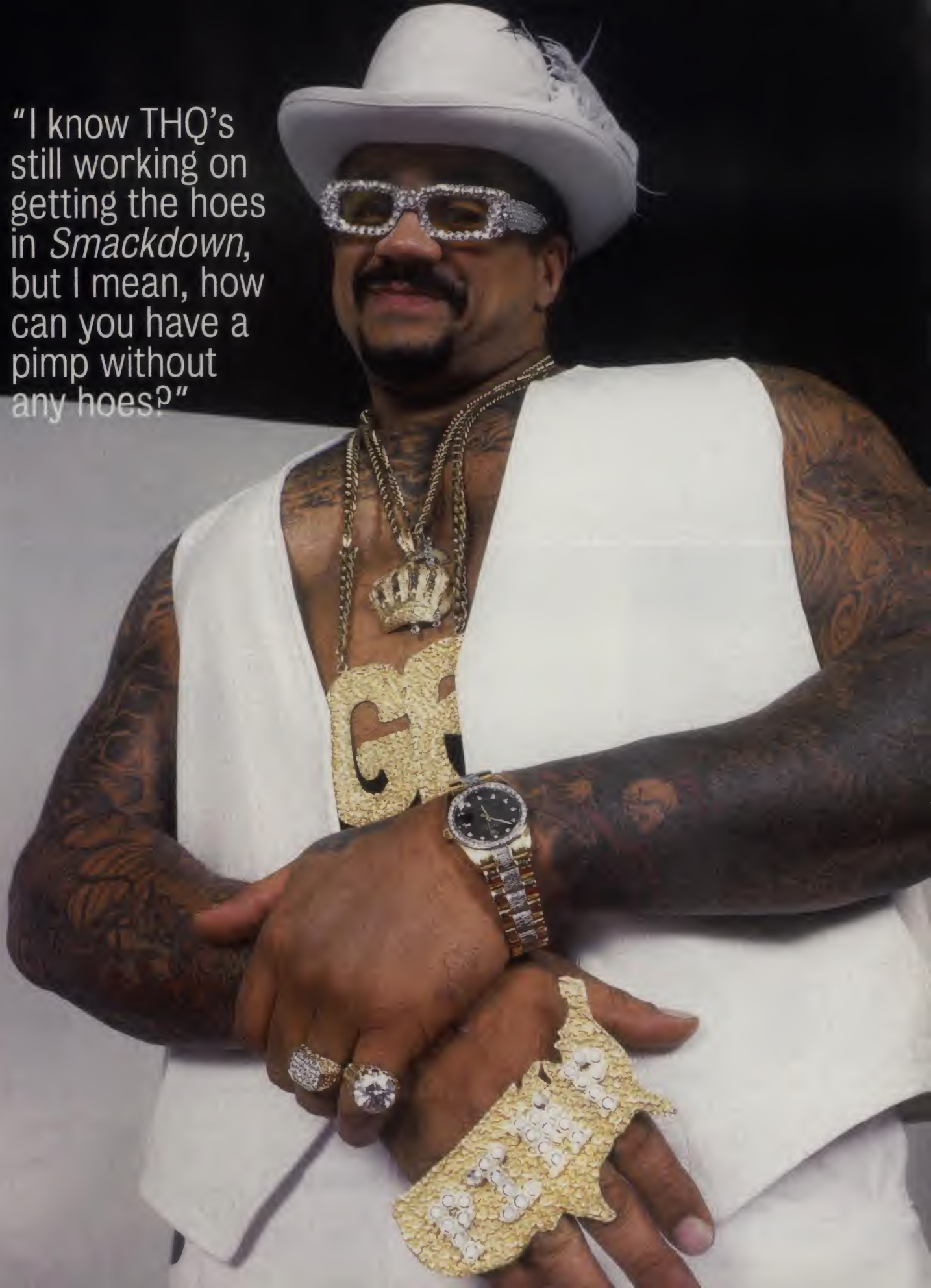
Do the hoes ever bring the vibrating controllers with them on the road?

Ah man, you know I've got to tell the hoes all the time to stop playing with that damn Dual Shock. They vibrate so good, the hoes are sitting on them all the time. They keep them in their purse...I wouldn't be surprised if the hoes sleep with them.

Why isn't pimpin' easy?

You think it's hard keeping up with one girlfriend, imagine having hundreds and hundreds of girlfriends all over the world. You know when that time of the month comes, with all their PMS, the DMS, the DDB, man, there's so much more I can't even pronounce. It ain't easy dealing with all that. You have to light a fatty for pimp daddy just to deal with all the stress of these hoes.

"I know THQ's
still working on
getting the hoes
in *Smackdown*,
but I mean, how
can you have a
pimp without
any hoes?"



Venis envy

The WWF's version of John Holmes talks *Smackdown*.

How do you think your character looks in *Smackdown*?

I'm very surprised. It looks really cool, and it's great to be in a video game. It's something I always wanted to do - get into a video game - and now I've done it and it's a cool feeling. Now gamers who want the women can play as Val Venis and get a taste of what it's like to be the ladies man.

Is the Lara Croft model a candidate for a future Val Venis movie?

Oh yeah, definitely. Does she speak Spanish? When I'm done with her she'll be speaking Spanish fluently.

How many of *The Godfather's* hoes can you handle at once?

Give me them all, every last one of them. There are a couple that are a bit wishy-washy and I'd probably say hey, not today, but I can handle all of them.



"The closer THQ gets to authenticity in terms of wrestler's trademark moves and mannerisms, the more fun the game will be."

Val Venis



THE GREAT ONE The Rock prepares to drop the Big Bossman with a Rock Bottom. That's what his candy ass gets for dragging The Big Show's dead dad around in a coffin.

Continued from page 58

sudden D-X is beating you down with garbage cans and baseball bats. Then, depending on your other wrestler relationships, one of your associates might rescue you, or else you'll be left alone, twitching on the pavement wondering why you never sought an ally.

This type of reality will make *Smackdown* pop with fans more than past WWF games. "I think that the closer THQ gets to authenticity in terms of wrestler's trademark moves and mannerisms, the more fun the game will be," said Val Venis, "I remember back in the day when all the characters looked like little triangles. Now you've got 3D, and the graphics just keep getting better and better. One day, hell, you might not be able to tell the differ-



JABRONI DRIVE A DDT on the cement will leave any opponent in a daze.

ence between the video game and the television show."

The wrestlers also seemed impressed by *Smackdown's* detailed character graphics. "The game even has it down to where you can see my tattoos," said The Godfather. "The visual effects of these games are simply unbelievable. What I liked best about my character in *WWF Wrestlemania 2000*, was that they finally had my hoes in the game. I know THQ's still working on getting the hoes in *Smackdown*, but I mean, how can you have a pimp without any hoes? Don't say no, just say ho."

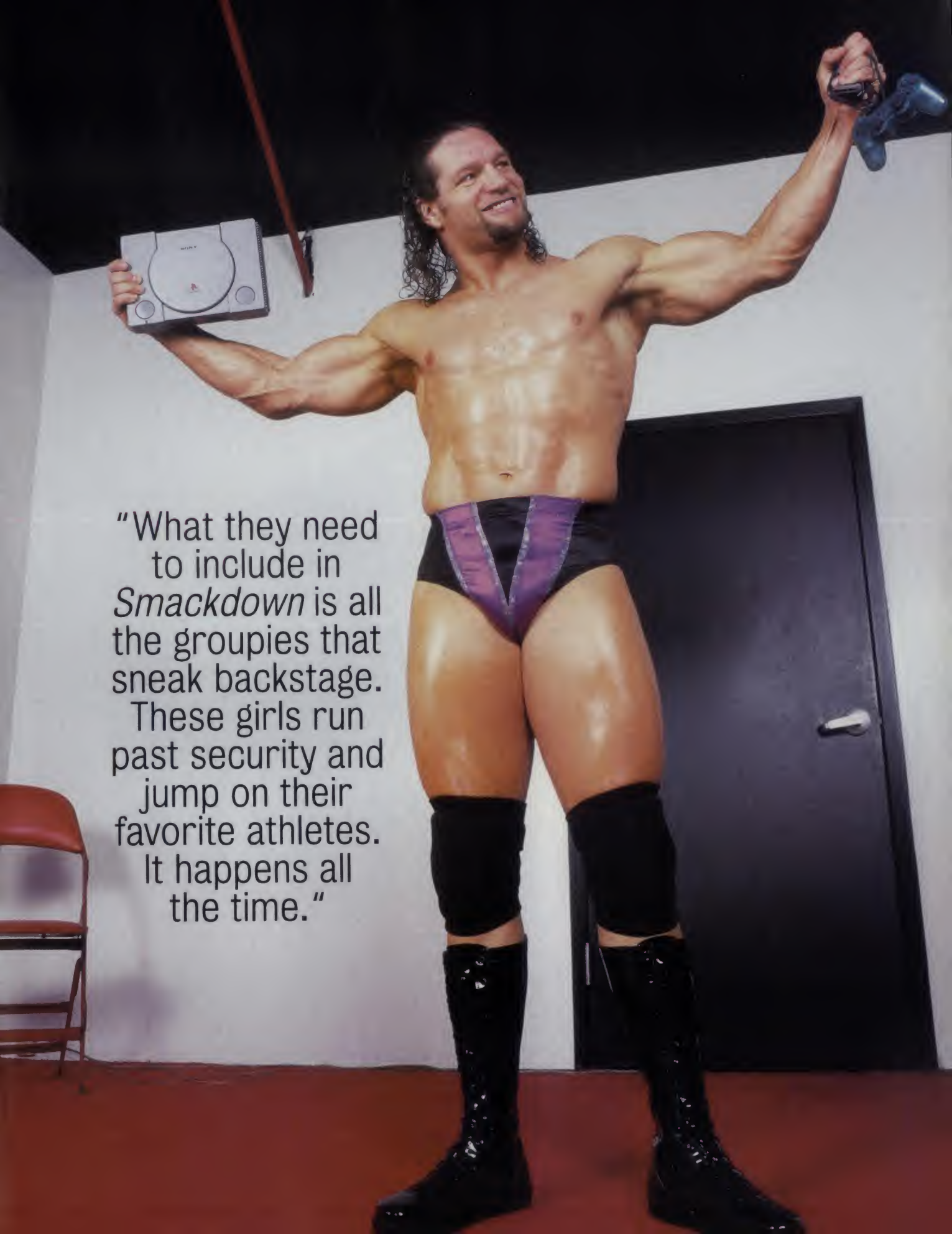
Added Mark Henry, "The graphics are getting so amazing, pretty soon you'll see someone picking their nose or something. Sexual Chocolate looks good too. My character's not quite as cute as I am, but he's getting there."

Smackdown also features a

Continued on page 63

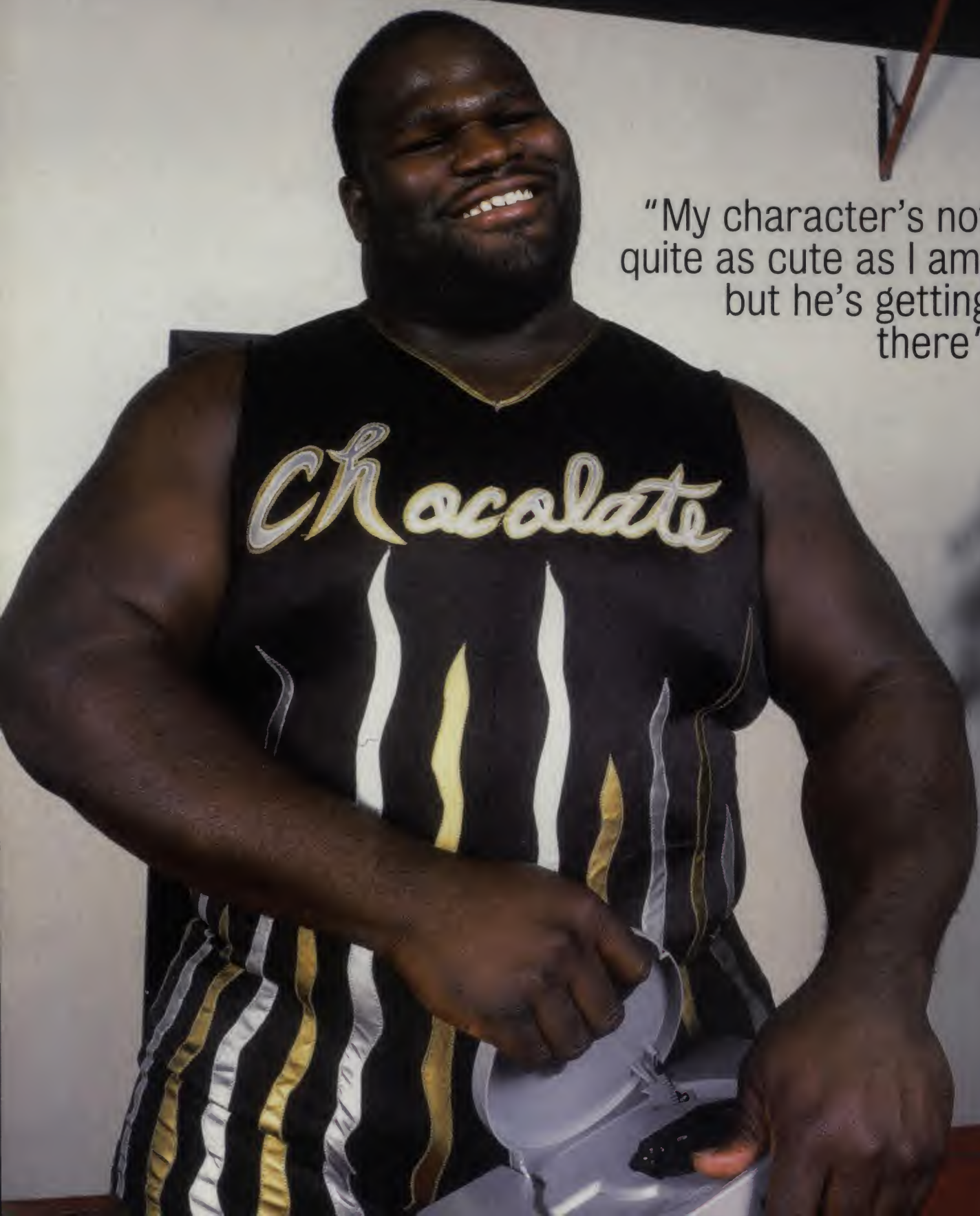


KNOW YOUR ROLE Despite the fact that *Smackdown* features weapons, the game will not include any bloodshed.

A full-page photograph of a muscular man, likely a professional wrestler, posing in a flexing stance. He is shirtless, showing his highly defined muscles, and is wearing black wrestling trunks with purple side panels, black knee-high socks, and black high-top boots. He is holding a white Sega Saturn console in his right hand and a blue game controller in his left hand. The background is a simple room with a white wall, a dark door, and a red chair on the left. The floor is red.

"What they need to include in *Smackdown* is all the groupies that sneak backstage. These girls run past security and jump on their favorite athletes. It happens all the time."

"My character's not quite as cute as I am, but he's getting there"





IT DOESN'T MATTER WHAT YOUR NAME IS! Chris Jericho attacks The Rock as Y2J's hair flies around in a big mess.

Continued on page 60

multitude of gameplay options, the most innovative being the Special Guest Referee mode. Using the PlayStation multi tap, two players fight while the third gamer plays the role of the special referee (as appointed by Vince McMahon). The ref then has the power to help one wrestler over the other by counting the pin falls at different speeds or bending the rules for his favorite heel. Creative features like this will help leapfrog *Smackdown* over its ever-increasing list of wrestling competitors. Although The Godfather has some gameplay ideas of his own: "I think they need to add a Ho Show where The Godfather brings out special guests, does interviews, and of course, has a bedroom scene...maybe Val Venis could



MANKIND'S MANHOOD Chyna makes sure Mankind doesn't have a nice day.

even come down and make some of his movies, but we'd just go all out with this pimpin' thing," he said. "I really want to see more hoes in video games. Then, if you find the right button combinations or punch in some secret codes, you can then take the clothes off the hoes."

Val Venis agrees that adding more fine females would benefit gameplay, adding, "What they need to include in *Smackdown* is all the groupies that sneak backstage. These girls run past security and jump on their favorite athletes. It happens all the time."

Pimpin' might not be easy, but it sure does sound like fun, especially when you're granted an all access pass to the locker room—and that's exactly what *WWF Smackdown* hopes to provide. Find out what backstage madness actually makes it into the game when it slams into store this February. Hoes sold separately.

- Jon Robinson



THE CHYNA SYNDROME The Eighth Wonder of the World tackles Mankind in the garage and delivers a serious beat down as the King of Hardcore stares at her breasts.

Melts in your mouth

Sexual Chocolate's hungry for more than video games.

What are your favorite games?

I love all sports games. I'm starting to like driving games now, which is something that I've never done. *Vigilante 8* is one of my favorites. But the best game ever made, to me, is *Madden NFL 2000*. The realism is unbelievable, especially now that you can finally run the ball.

Any video game stories from the road?

I lost the European title belt to The Rock in a game of *Madden*, but what he fails to mention is that I won it back the next night in a 37-7 win—I was pretty motivated to get my belt back. I played as Jacksonville and blitzed him almost every play. I was just toasting him with my D.

Is there ever going to be a Sexual Chocolate candy bar?

They did it once, but I don't think they ever sold them. They did it as a promotional deal, which was cool, but can a brother get a profit off it? Can I get a check? Please.

The ref then has the power to help one wrestler over the other by counting the pin falls at different speeds or bending the rules for his favorite heel.



Go Beyond the Music...

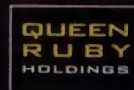


SHAOLIN STYLE

Featuring 3 Exclusive Wu-Tang Clan Music Tracks

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METHOD MAN

RAEKWON

GZA

OL' DIRTY BASTARD

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U-GOD

INSPECTAH DECK

GHOSTFACE KILLAH

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The Exclusive Online Headquarters for Wu-Tang: Shaolin Style. Check PLATFORM.NET for contest giveaways, game tips, demos and more!



Face up to three opponents as you go head-to-head in over-the-top, arena-based martial arts brawls.



Master the attacks and weapons of all nine Wu-Tang members, such as GZA's deadly Overhead Smash.



Dominate with moves like Method Man's Death Blow and be rewarded with cinematic fatality sequences.



In
Stores
Now!



Days of Thunder

NASCAR driver Kenny Wallace talks *Rumble* and tells why other drivers, real or cyber, should stay out of his way.

Do you think NASCAR fans will enjoy using real drivers on fantasy tracks?

I think they'll really like getting to see us in an arcade racing environment – and speaking for myself as a NASCAR driver, it's a blast to take my car off the ovals and onto these open road tracks. We don't get to hit those jumps in real life!

How much influence did you have over how your car/driver performs?

Well, in the EA NASCAR games they model performance based on our real life performance and race style. I'm very competitive, so if it was up to me I'd have a faster car than everyone else and I'd win every race. I always drive as myself in the game, so in that respect I have a lot of influence – I drive just like me.

If you were making a game about NASCAR, what would you include?

The real drivers and tracks, and make sure the drivers drive like we do in real life. I like it when they keep including new touches – like the motion captured pit crew that works on your car – that lets other people experience what we experience out on the track. It would be fun to put the situation in reverse and put some of the *NASCAR Rumble* features into NASCAR racing – it sure would be cool to have those rocket boosters when you're trying to get by someone at Talladega!

There's lots of bumping in *NASCAR Rumble*. How much bumping and grinding goes on during a real NASCAR race?

I always try to drive clean, but let me tell you, if someone gets in my way I'll let them know that I'm coming through! You can't put someone in danger, but as they say, "rubbin' racing." That's what's fun about the EA NASCAR games – you can do all the things you'd like to do in real life without hurting anyone or having to pay a lot of money to repair your race car.

Bump and Grind

NASCAR racers on fantasy tracks...complete with playable RV.

■ SYSTEM PlayStation ■ PUBLISHER EA Sports ■ DEVELOPER EA Sports ■ THEME Fantasy Racing ■ PLAYERS 1-2 ■ AVAILABLE March

INSIGHT

Q. Isn't NASCAR only for rednecks?

A. That's exactly the myth that EA Sports is hoping to squash. Although, there is a hidden RV and a chicken truck in the game.

Q. Chicken truck? Does this mean you're not limited to stock cars?

A. Besides the chicken truck, there's a tow truck, plus seven different NASCAR truck drivers.

Q. Still sounds redneck. Who does the soundtrack?

A. Derek Trucks of the Allman Brothers Band. Maybe there's something to this redneck thing after all.

No sport over the last five years has grown in popularity at the staggering rate of NASCAR. In fact, the racing circuit has become so popular, its attendance figures actually outnumber traditional pastimes like baseball and basketball.

Even with its immense popularity, game developers have struggled to create a title that non-fans can enjoy as much as the NASCAR faithful (if you don't know who Richard Petty is, it's not much fun to drive his car around an oval track 50 times). That's why EA Sports is about to deliver the first game that they think will cross NASCAR over to the mass market – *NASCAR Rumble*.

NASCAR Rumble features 30 of the top names in racing, from Jeff Gordon to Bobby Allison, driving modified versions of the cars that made them famous (cheesy endorsements included) across 24 tracks of super jumps, shortcuts, and crashes à la *San Francisco Rush*. The game also sports five different game modes including Team,



ENDORSEMENT HELL The Pennzoil mobile roars past Quality Care to take the lead.

Showdown, and Time Trial.

What makes *Rumble* different from other NASCAR games, though, are its power-ups. Like *Crash Team Racing*, when you drive through icons, you acquire enhancements like nitro, oil slicks, and tornadoes that send your opponents spinning out of control.

Can *NASCAR Rumble* do for racing what *NFL Blitz* did for football? That's what EA Sports is banking on, and if even half of the NASCAR fans who attended an event last year buy the game, it will be a guaranteed best seller.

—Jon Robinson

Other power-ups include cold freezes and twister tornadoes that actually raise cars off the ground in a storm of chaos and rain.



CHRIST ALMIGHTY Jeff Gordon spins out of control during a race through the hills. Even DuPont can't buy his way out of this predicament.

THE REAL DEAL

Purchase official *NASCAR Hot Wheels* for only \$5.99 at www.etoys.com.

Respect My Authori-tah!

Race around *South Park*'s exotic locales as any of its foul-mouthed resident drivers. Sweet!

■ SYSTEM PlayStation ■ PUBLISHER Acclaim ■ DEVELOPER Tantalus ■ THEME Racing with the whole South Park gang. ■ PLAYERS 1-2 ■ AVAILABLE TBA

INSIGHT

Q. Who's got the hottest rod?

A. Definitely Stan who's cruising in his dad's stolen sports car, but Jesus' cloud-mobile is a close second.

Q. What's that dog doing to my car?

A. Remember Stan's gay dog? That's him, doing the humpty dance with your rear bumper. Should you pick up the Sparky attack, you can unleash him on your opponents.

Q. Is that Saddam Hussein jumping out at me from the screen?

A. Ooh, it's spooky vision! Stay away from this attack if you can, because it actually backfires on you. The flashing Saddams will cause you to lose control of the wheel for a short period.



PINK IS SUPER Kyle's pink-bouffanted mom scrambles after her opponents for cupid's arrow in Big Gay Al's Gay Animal Sanctuary's Valentine Day level.

With nearly every character and setting ever featured on the mega-hit *South Park* series, *South Park Rally* should elicit a multitude of "kick ass" exclamations from fans that have been waiting for this fart-ridden cart racing game.

You may have defeated the evil turkeys and trounced Chef's trivia challenge, but now it's time to

burn rubber. Players can race as anyone from "big-boned" Cartman to "Super" Big Gay Al. Each racer scurries around zany backdrops like Big Gay Al's Big Gay Animal Sanctuary or Mr. Hankey's Sewer, blurt-ing out trademark sayings — thanks to newly-recorded sound bites from Matt Stone and Trey Parker.

Most races consist of playing keep-away with your opponents, like grabbing a trophy and crossing all the checkpoints before another driver takes it away from you. Two-player mode can get more raucous as you and a buddy go head-to-head in split-screen action. Think of it: you can have an apocalyptic showdown between Jesus and Satan. And, of course, Kenny can die in all kinds of new vehicular-homicide induced kinds of ways.

Supposedly, the point of *SP Rally* is to interact with the characters and the environments rather than be a pure racing game, which gets silly when you start lobbing projectiles like Chef's salty chocolate balls, vomit, and — strangely enough — an weird herpes-chick attack. But let's hope that the racing

elements see more work before release, since it's hard to tell which way to go on the often non-existent course. Now, you have to rely heavily on a course map.

But, you can bet Starvin' Marvin's last grain of rice that *South Park Rally* will be successful. Even Mecha-Streisand can't stop it!

- Annette Cardwell

Easy Riders

DEPUTY ERIC
CARTMAN

VS

OFFICER FRANCIS
PONCHERELLO

While Eric Cartman is always barking, "Respect my authori-tah," how does he measure up to Erik Estrada's two-wheeling Poncherello from *CHiPs*? Here's the 411.



Eric Cartman



Erik Estrada

NICKNAME

Fat Ass.

Ponch.

VEHICLE

Souped-up tricycle.

California Highway Patrol Kawasaki 1000.

CURBSIDE MANNER

Whiny, nasally delivery better suited for screaming for pie than reading rights.

Tough with the bad guys, but seductive lat-in lover persona really wins over the ladies.

WEAPON OF CHOICE

Nightstick. Shin-level Eric can take down the meanest perpetrators.

Gun and nightstick, but no Rodney King-ish action on any shows.

RESPECT HIS AUTHORITY?

Nope, can't do it. He's just a fat, potty-mouthed little kid.

You bet, especially now that he's one of Mexico's hottest soap opera actors.

THE WINNER: ERIK ESTRADA



EGG-CITEMENT Cop Cartman, Jesus, Cartman's mom, and Al pick up eggs on the Easter Egg Hunt course.

DC QUICK LOOK

ESPN NBA Tonight

■ Sports ■ Konami ■ Spring 2000

1 What's ESPN contributing besides the logo?

Familiar ESPN broadcast elements that'll give the game a *Sportscenter* look. Play-by-play is handled by Brent Musberger, and Stuart Scott perpetrates with humorous insights. Boo-ya!

2 But does it got game?

Well, here's the point totals: 25 crushing dunk animations, over 75 courtside animations, and 1,000-plus total player animations with over 75 different facial animations alone.

3 Can it grab the championship away from *NBA 2K*?

It's a bit early in the season, but with its all-star line up of offensive and defensive moves, it certainly looks like it can compete.



GETTIN' DEFENSIVE Will Konami have what it takes to take it to the hole?

PS QUICK LOOK

Army Men: Sarge's Heroes

■ Action-Adventure ■ 3DO ■ January

1 Another *Army Men* game, huh? What's this one got?

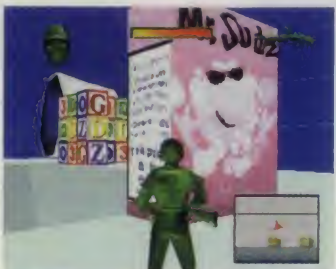
14 missions (each of which has up to five objectives), 13 different weapons, and Sarge, the toughest soldier since Sergeant Rock.

2 So it's pretty much like every other *Army Men* game out there?

Well, it uses "Plastosheen," a more plasticky lighting effect. And Sarge can now jump, climb, kneel, crouch, and slither on his belly.

3 So it's pretty much like every other *Army Men* game out there?

Yeah, pretty much.



TINY BUBBLES Sarge hunts down the Blue Spy on the treacherous sink.

Race to the Finnish

Finland plays host to the latest *Sega Rally 2* emulation on the PlayStation.

■ SYSTEM PlayStation ■ PUBLISHER Konami ■ DEVELOPER Konami ■ THEME Driving ■ PLAYERS 1-2 ■ AVAILABLE January

INSIGHT

Q. I am seeing signs everywhere....

A. Mainly in front of your face? That's the navigator's way of showing you the road ahead. Additionally, he'll scream "left" and "right" and scare you right before a sharp turn.

Q. Tell me more about the tracks.

A. Well, from our one-track excursion, expect a great deal of distant scenery to be visible, as well as water effects and mud. Can't forget the mud.

Q. There's no Dick Trickle?

A. Depends on the excitement of the course. Oh, you mean the NASCAR guy? Different sport. This is rally racing, involving gravel roads, four-wheel motors, and no Pepsi endorsements. It's all very European.

While jostling up and down in a specially reinforced car has won over the whole of Europe, the pastime has yet to excite many Americans weaned on the screaming tarmac of NASCAR. Konami's *International Rally Racing* is another attempt to change all that.

The premise of rallying is simple. Throw a four-wheel drive car around undulating terrain and hope for the best. In this case, Finland's fjords – one of the many European tracks present – were navigated, and we discovered there's more than reindeer and deep, deep snow to be found. A minute and a half later, we'd weaved through bogs, the aforementioned fjord, scooted past some rather pleasant log cabins, and discovered that our Lancer Evolution handles pretty similarly to its *Sega Rally 2* counterpart. *International Rally Racing* is all about powersliding, shrieking navigators, and dirt tracks stretching off as far as the eye can see.

In fact, the visibility is superb, with hillocks blocking your vision of any advancing scenic construction and a variety of S-bends to draw your attention away from the distance and firmly to the piles of tires or upcoming fence you're barreling towards. Scraping the track sides, you'll discover the courses are a



SIR LANCER A LOT All the older versions of the Mitsubishi Lancer Evo, all the time.



FORD IN THE FJORD One of the wider trackways ends in a nasty right hander.

little thinner than those of *Sega Rally 2*'s, but the feeling of bounce is much the same, despite the cars' tendency to dip forward over jumps.

Add an accurate navigator who informs you of forthcoming course dangers without the haphazard approach to off-road narration present in the *Sega Rally 2* and you have the makings of a great-looking driving game, without the Jeff Gordon recommendation. We'll let you make your own minds up on whether that's a good thing.

- David Hodgson



ROCK N' COROLLA The Corolla's exterior rear view shows a narrow alpine pass, an advancing Evo, and chunky gravel trackways.



ONE FOOT IN THE GRAVEL Punching down a straight, Ford overtakes Toyota.

Cartridge Racer

Repackaged, retooled and renamed, *Ridge Racer 64* is remarkable.

■ SYSTEM N64 ■ PUBLISHER Namco ■ DEVELOPER Nintendo System Tech. ■ THEME Racing ■ PLAYERS 1-4 ■ AVAILABLE Feb.

INSIGHT

Q. Techno music on a cartridge? Right.

A. On a 256 megabit cartridge? You bet. In-sane loops, percussion, and stolen Kraftwerk and Prodigy samples have never sounded so good.

Q. And the deranged race announcer?

A. Intact and sporting old-school and all-new loony phrases, such as, "Waaay-heeeey, you're one genius of a driver, you gotta teach me!"

Q. Cars. Need the info. Now.

A. Listen, all we can tell you is that there's more than 20 cars in the game. Including the infamous White Angel, which is faster than Jeff Gordon on a Pepsi high.

Nintendo's at it again. Steal a big name game, slap a "64" on the box, then wait for non-Pokémon related money to come pouring in. They did it with *Doom*, *Quake*, and *Road Rash*. Now, *Ridge Racer* gets the chop shop treatment.

Who can remember the first time they sat in drooling wonder at the breakneck speeds, mad Japanese techno, bumper car antics, and one track of *Ridge Racer*? The future of driving games, pal. Well, it was in 1995. Now we've got *Ridge Racer 5* incoming, and *Gran Turismo 2* is around the corner in the world of the PlayStation. Meanwhile, Nintendo owners patiently waited for Midway to stop making additions to the *Cruis'n* series. Lucky, then, that Namco have granted us the mother of all arcade racers – *Ridge Racer*, with a "64" on the end.

What does the "64" signify? More of everything – like all the tracks from *Ridge Racer* and *Ridge Racer Revolution*, plus six new hybrid tracks incorporating the finest turns from *Rage Racer*, *RR Type 4*, and the rarely-seen arcade-only masterpiece, *Rave Racer*.

Nintendo's development team also cleaned up the textures, added custom car colors, tire smoke effects, trippy taillight streaks, and working headlights. After that, they were amazed that the game still



EASTERN COMFORT From one *Ridge Racer* to the next, the Namco car is always there.



GRAN TURISMO WHO? Watch the replay to truly appreciate *RR64's* graphics.

worked. And so were we.

With Time Trial, an all-new Car Acquire, Grand Prix, and a four-player mode that doesn't know when to stop looking good, *Ridge Racer 64* may have questionable physics – including an anomalous reverse powerslide that we'll reveal how to do in the next issue – but the game's the same fantastic seat-of-your-pants experience.

– David Hodgson



ORIGINAL SIM The original *Ridge Racer* track never looked this good, except, maybe, in the arcade. Dig those taillight blurs.

That's not a woman... that's a man, baby!

The Namco Girl's shocking secret will rock the video game community!

Meet Reiko Nagase. She's all that *and* a bag of silicon chips in the world of virtual vixens. She's got that ruffled Japanese schoolgirl look one minute, only bettered when she wiggles into a Namco bodysuit that leaves nothing to the imagination the next. Or so we thought. Then we uncovered the truth. Now, you may want to sit down for this one. Reiko Nagase is part man. It seems that the Japanese developer who "birthed" Reiko couldn't locate a woman's face for "her," so he had a quick shave, conducted a spot of eyebrow plucking, and scanned his own head in. Not since *The Crying Game* have we felt so strangely compelled to give our respective mothers a call.



"The Critics have Spoken on the Action / Adventure Game of the Year!"



"A technical achievement...Soul Reaver
delivers an epic piece of
vampiric literature...93%"
– IGN.com

"Soul Reaver is a deep game
possessed with a myriad of
impressive little touches...9/10"
– VideoGames.com

"3D exploration and adventure
at its finest...Game of the Month."
– Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."
– Gaming-Age.com

"98%"
– PS Extreme Magazine

✦ As Raziel, stalk Nosgoth feeding
on the souls of your enemies

✦ Engage your creator, Kain,
in an epic struggle for dominance

✦ Dark gothic story

✦ No load times



Sega Dreamcast™

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LEGACY of KAIN™ SOUL REAVER



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PS QUICK LOOK

Dragon Valor

■ Action/RPG ■ Namco ■ December

1 I remember *Dragon Buster*. Is this *Dragon Buster*?

Kind of. It's based on Namco's 8-bit arcade hack-and-slasher, but, as you can imagine, it's a bit more complex now.

2 So what's the idea?

You are the dragon knight Clovis, who loses his sister in a dragon attack on their village. Clovis picks up a magic sword and proceeds to filet winged lizards.

3 So that's it?

No. Apparently it's got an open-ended storyline. Clovis has two potential love interests, for example, and how you play determines which one he'll wind up with. Neat, huh?



DRAGON'S LAIR Our hero battles a wyrm on a large dog biscuit. Apparently.

N64 QUICK LOOK

All-Star Baseball 2001

■ Baseball ■ Acclaim ■ April

1 What's different about this year's game?

All-Star Baseball hopes to add to its already great gameplay by updating rosters/uniforms and introducing a spiced-up Arcade mode.

2 What's so spicy about it?

Arcade mode will boost player attributes to superhuman levels and make hitting easier by eliminating cursor batting.

3 Anything else new?

Acclaim is also adding a Hall of Fame team. We can't release the list of players yet, but think recently inducted members.



NOMAR MR. NICE GUY Garciparra gets gunned out trying to steal second.

Ace in the Hole

Namco's dogfighter returns for a third tour of duty. We give it a pre-flight check.

■ SYSTEM PlayStation ■ PUBLISHER Namco ■ DEVELOPER Namco ■ THEME Air Combat Simulation ■ PLAYERS 1 ■ AVAILABLE March

INSIGHT

Q. Is it a straight port of the Japanese version?

A. Unfortunately, no. Most of the story mode has been removed due to translation problems.

Q. How realistic is the flying?

A. It's more forgiving than real life (if you hit the ground, you'll just take damage rather than crash) but you'll need to master the sticks to be good at the game.

Q. If Tom Cruise and Val Kilmer got into a fight, who'd win?

A. In that "highway to the danger zone" we say Val whips Cruise's ass with one punch. That's what he gets for *Eyes Wide Shut*.

When it comes to flight sims, no PlayStation game has featured the realistic controls and bullet-riddled distress of flying fighter missions better than Namco's *Ace Combat* series. Will the third game shoot even higher, or will this *Top Gun* crash and burn?

Ace Combat 3: Electrosphere returns you to the cockpit as you fly through 52 sorties of futuristic air warfare, shooting down enemies, and bombing terrorists as you dodge a constant barrage of anti-aircraft weaponry and bogies on your six. Missions vary from air-to-air, air-to-ground, underground, and space battles (you actually fly a shuttle in order to blast satellites with your lasers!) as you'll be asked to escort top-secret equipment, destroy enemy ships, and even eradicate a virus. The game features 36 planes, including the most popular fighters from the past two titles, along with some new cutting-edge aircraft that are still only in the design stage in real life. Depending on what allegiances you make throughout *Ace Combat*, you will be given different planes to fly, helping add to the replay value because you won't see every aircraft the first time you play through the



EYE FOR THE MAIN CHANCE After a dogfight, a direct hit downs your foe. No bull.



RADAR LOVE A target lock is great, but a dead-eye with the guns is better.

game. *Ace Combat 3* also includes more precise mid-air refueling, night landings, and some unbelievably heated dogfights thanks to improved enemy intelligence.

Another innovative addition to the *Ace Combat* series is the game's Real-Time Perspective Control. This enables pilots to use the analog sticks to both steer their planes and move their heads around in the cockpit. This increases *Combat*'s realism as you can look to both sides of your aircraft to better track enemy fighters and, more importantly, enemy missiles.

With so much to offer flight fans, *Ace Combat 3* looks to be soaring toward its March release. It's a great way for wannabe pilots who feel the need for speed to take to the skies without risking their necks — it's a lot easier (and a lot less painful) to hit reset after a fatal crash than to search for the little black box.

— Jon Robinson



VIEW TO A KILL Destroying a Naval base at sunset with missile tracer effects. The distance you can see is most impressive.

THE REAL DEAL

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Stroking Woods

EA Sports straps on the simulator and takes Tiger on tour. Sick of big heads? Then this is the game for you.

■ SYSTEM PlayStation ■ PUBLISHER Electronic Arts ■ DEVELOPER EA Sports ■ THEME Sports ■ PLAYERS 1-4 ■ AVAILABLE January

INSIGHT

Q. I know Tiger, but what's with the other foursome?

A. Tiger's PGA Tour buddies, Mark O'Meara, Brad Faxon, Lee Janzen, and Justin Leonard are available to play as – or against.

Q. Are we playing just for fun?

A. Standard modes like Stroke-play, Shoot-out, Foursomes, and Fourball are for fun. But aim for big bucks in Tournament mode, or Skins.

Q. Money?!? Where's the nearest course?

A. Budding golf fans will want to check out world-renowned courses like Sawgrass, Poppy Hills, Badlands, The Canyons, and Summerlin.

CyberTiger and its arcadey golf-on-steroids approach to the sport had golf purists retching in the sand traps. **Tiger Woods PGA Tour 2000** looks to bring some realism and dignity back to the links.

Two games, one engine – a rather inauspicious development formula for any game, let alone two golf games. But unexpectedly, it is the forthcoming *Tiger Woods PGA Tour 2000* that should shine, rather than the first-to-launch *CyberTiger*.

CyberTiger was a golf game intended for non-golfers. Its arcade-



LET'S GET PHYSICAL Golf ball physics accurately recreate flight, spin, and bounce.



CYBER TOO Engine and gameplay make *PGA Tour 2000* quite similar to *CyberTiger*.

style play was augmented with cartoon-like characters, equipment power-ups, and 300+ yard drives. While the game was fast-paced and feature-laden, unfocused gameplay and touchy control diminished the overall experience.

Even in its early preview form, *Tiger Woods 2000* seems to have benefited from the additional development time. The control system has been tightened up, with none of the vagueness found in *CyberTiger*. While you'd think that the traditional digital swing meter would be more accommodating for the beginner, the real-time analog swing mode is actually more intuitive.



SWING BOTH WAYS Use digital or real-time analog swing control, your choice.

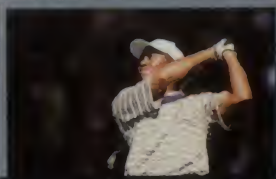



Like most EA Sports titles, *PGA Tour 2000* is heavy on features, with numerous courses and play modes at your disposal. But it is the pace that is particularly nice, as *Tiger Woods* has adopted *CyberTiger*'s approach to speeding up the game. With quick camera cuts and no annoying load times, an entire 18 hole game can be completed in 30 minutes or less.

Tiger Woods PGA Tour 2000 gives every indication that it will be a solid, entertaining golf simulation. Compared to the less-than-spectacular *Tiger Woods 99*, *PGA Tour 2000* looks to be a revelation.

- Roger Burchill

Hold That Tiger, By The Tail If Possible.

Tigers are a rare and wonderful breed, especially ones that are worth millions of dollars. But does Tiger Woods have what it takes to compete with talking cartoon tigers or the dreaded white Vegas tiger? *incite* takes a look, because it's our job.

				
Occupation	Professional golfer	Film and video entertainer	Magician/Las Vegas entertainer	Breakfast cereal spokesman
Earnings	\$51.6 million	\$1.9 billion (Disney - 1998)	\$33 million (1997)	\$503 million (Kellogg's - 1998)
In the Bag	Oversized driver	Bouncy spring tail	6" Fangs	Red scarf
Use	To drive Fuzzy Zoeller's ass 300 yards down range the next time he makes a fried chicken remark.	To get away from that whiny, glut-tonous bastard, Winnie the Pooh, as fast as possible.	To take a big chunk out of those German "illusionists" the first chance he gets.	The stylish fashion statement comes in handy when picking up the chicks.
Scorecard	The PGA Tour Player of the Year, \$6.6 million in official earnings, \$45 million from endorsements.	Even a small fish in the big Disney pond has a prime seat in the dining car of the gravy train.	With 10 shows a week at \$95 per person, these magical manipulators make some serious bank.	As Kellogg's No. 1 sugar pusher, it's no wonder Tony makes more money than a crack dealer.

Tiger Woods, Corbis/Tiger, Disney/Royal White Tigers, Staffed & Roy/Tony The Tiger, Kellogg



Top Gun in the Sun

It's no honeymoon when evil forces strike at America's premier vacation destination.

■ SYSTEM PlayStation ■ PUBLISHER Infogrames North America ■ DEVELOPER Infogrames UK ■ THEME Flight Simulation/Action ■ PLAYERS 1-2 ■ AVAILABLE February

INSIGHT

Q. Am I going to spend more time trying not to crash than fighting?

A. The flight dynamics are a compromise between realism and fun, so concentrate on the wholesale destruction at hand.

Q. Do I get to dog-fight with a lot of enemy aircraft?

A. With MiGs and Stealth fighters on the prowl, you'll get your chance to become an ace.

Q. Great, but what are my weapon?

A. Try a cannon, rockets, Sidewinder missiles, Maverick missiles, and laser-guided bombs.

Nothing pisses off Americans more than a sneak attack on Hawaii. The second day of infamy has come, and you've got a Harrier Jumpjet that says the enemy can kiss his ass aloha!

Just when you thought the world was safe for American imperialism, a mysterious new enemy called The Army of the New Millennium emerges. By utilizing an insidious combination of Russian black market-equipped military forces and timely computer hacking, the ANM has occupied the Hawaiian Islands and put a stranglehold on



HARRIER CARRIER The USS Armstrong serves as your base of operations.



PALM PILOT Lock on and liquidate the threat to American tourism. First it's Hawaii; next it'll be Branson, MO, the hotbed of Country music entertainment. On second thought...

America's precious reserves of pineapples and flower leis.

With the electronic infrastructure of the United States in shambles and the budget-depleted armed forces "peacekeeping" in

such hot spots as the outer Antilles, the liberation of our 50th state is left to one aircraft carrier and a handful of Harrier strike aircraft. That's right, a *British* jet. Man, the Brits are never going to

As always, souvenirs and mementos of your stay in Hawaii are available, but try to focus on mission efficiency in order to earn medals and promotions.



TAKE HOVER Utilize the Harrier's unique vertical flight capabilities to dispose of enemy ground targets, but don't linger so long that the enemy can zero in its defenses.

let us live this one down.

Flying off the USS Armstrong, you'll pilot a Harrier through 25 missions on the five main Hawaiian Islands. Beginning on the big island of Hawaii, you'll engage enemy aircraft, strike at entrenched ANM forces, rescue hostages, and steal a stealth fighter until you finally face

a dastardly nuclear threat on the island of Kauai. As always, souvenirs and mementos of your stay in Hawaii are available, but try to focus on mission efficiency in order to earn medals and promotions.

If going to Hawaii by yourself sounds a bit lonely and depressing, try the two separate "friends fly



HARRIER REPLAYS Real-time replays give you a good external view of the action.

free" modes that allow you to play the missions cooperatively, or go head to head in full-afterburn dog-fights. Regardless of how you play, *Eagle One* looks to offer so much intense airborne firefights that you'll need to take a vacation after playing it.

- Roger Burchill

Paradise Lost...Or Found?

Vacation paradise or tourist trap? The insidious Army of the New Millennium has snatched the Hawaiian Islands from the United States. *incite* examines the pros and cons of Hawaii to determine whether saving the crown jewel of the American tourist industry is worth the trouble.

CATEGORY	PRO	CON	OVERALL
Natural Wonders	Pristine Beaches. Next to Brad Pitt, nothing gets a woman out of her clothes like a beach.	Raging Volcanoes. Pompeii, Krakatoa, Mount St. Helens, need we go on? Check out any platform game, lava is bad.	Liberate. Beaches: where Hawaii's true wonders, be they natural or artificially enhanced, are exposed for your viewing pleasure.
Essential Nutrients	Umbrella-laden Girl Drinks Mai Tais, Daiquiris, and Pina Colodas equal sweet, alcoholic, liquid candy.	Poi[son]. Tastes great? Yeah, right. Plant roots ground into a sticky purple slime does not a culinary delicacy make.	Devastate. Drinking girl drinks isn't worth the ridicule of your friends. Besides, real men drink beer. Who in the hell eats poi?
Performing Arts	Hypnotic Hula Dancing Undulating native girls, scantily clad in coconut husks and grass skirts.	Don Ho Hum. Nauseating pseudo celebrity who somehow floated a career on "Tiny Bubbles." Wake-up call, Don: your career is dead.	Devastate. For some reason the girls won't drop the husks even for a 20, and if we have to hear that song one more time...
Sports and Leisure	Sand and Surfing. A sport of guts and glory, speed and skill, and you get to say 'dude' a lot.	Boogieboarding. A sport where turning around and turning over while lying down are the highlight stunts.	Liberate. Surfers have bigger boards. Who do you think the beach bunnies are going to hang with?
Titillating Television	Baywatch Hawaii Super-model-grade lifeguards bounce between mouth to mouth resuscitations.	The Real World Hawaii. Trailer park-grade slackers whine and drink themselves to obscurity. Get a freakin' job for God's sake!	Liberate. Baywatch alumni Pamela Lee set a nice precedent; you never know which girl is going to be in a sex video next.



WE MAKE THE CALL:

Liberate. Hawaii may be the nirvana of tourists, tans, and tacky souvenirs, but scantily clad damsels in distress are always a good reason for a bit of airborne heroics. Alohalicious.

Harrier Plane Photo by Arms Communications, Hula girl by West Stock

Kiss My Axe

Crave hacks out the first sword-swinging fantasy title for Dreamcast

■ SYSTEM Dreamcast ■ PUBLISHER Crave ■ DEVELOPER Treyarch ■ THEME D&D-style fantasy adventure ■ PLAYERS 1 ■ AVAILABLE March

INSIGHT

Q. Does that armor can really weigh you down?

A. Even if they stripped down to their loincloths, these warriors would still plod along at a snail's pace. Hopefully, they'll be swifter in the final version.

Q. What are those little bright lights?

A. These are little sprites sent by the Elf Lord to help you in your quest. The red revive your health meter, and the blue – once you catch five – will reward you with new skills.

Q. Who's harder: Xena or Aeowyn?

A. Without her magic, Aeowyn is no match for the Amazonian Xena. Come to think of it, neither is the muscle-bound Cynric.

We gals are always looking for our knight in shining armor, but it seems all the ones we come across these days are taken or are on PC games. Now, there's a new Dreamcast knight in town, and he's in the new fantasy adventure, *Draconus*.

While the ladies can swoon over the chivalrous, sass-talking warrior Cynric, the boys can ogle the sultry sorceress Aeowyn in this D&D-style sword-swinging, magic-slinging game. Either way, your fighter is actually the fabled "dragonsbane," a descendant of the once-mighty king of your land, and you must use your gifts to battle the evil Dragon Lord and other evil races like the Insect Queen's venomous swarm and hilltop giants.

To help you on your quest, you'll start off with your trusty sword and – if you're Aeowyn – some magical powers. This early version of the game already looks impressive, with 15 enormous, detailed worlds that will have you slashing away at frightful, striking foes like skeletons, minotaurs, giant spiders, lizard men and – gasp – dwarves.

To battle these scoundrels,



THAT'S NO BULL. Cynric takes cover behind his shield in this bridge battle as a Minotaur and a Mole Man trot in with huge axe-based weaponry.

you'll need to pick up new weapons like the nasty-looking mace and a killer battle axe that become even deadlier when paired with button combos for special moves. You can also take out baddies with 22 spells, ranging from the simple-but-effective fire to a chilling crystal spell that freezes enemies in stone. Plus, you'll get help from creatures

like the Elf Lord, who's sporting the deep bass voice of George Takei.

Whether you're craving the old-school *Dungeons & Dragons* thrill of fantasy gaming on Dreamcast technology or you're simply seeking more *Xena*-esque excitement with chicks in armor, *Draconus* may have just the fix for you.

— Annette Cardwell

Getting your Medieval Dollar's Worth

As we prepare to turn the corner on this millennium, you may feel a little nostalgic for the last time this sort of thing happened back in the Dark Ages. If you're looking to relive those Holy Grail days, here's a look at two options: an evening at home with *Draconus* or an evening out at Medieval Times of *Cable Guy* fame.



	Medieval Times	Draconus
Feast	Chicken, spare ribs with baked potato and two rounds of beverages.	No special sauce here, just some steel blades to munch on.
Wench	Remember Janeane Garofolo with a nose ring? Actually, they promise "your own medieval serving wench or serf who attends to your every need."	Unless you find lizard people sexy, Aeowyn's your only choice. But I wouldn't call this female can of whoop-ass a wench if I were you.
Tournament	Knights joust in the Grand Ceremonial Arena. Unfortunately, you can't personally go medieval on your buddy like Jim Carrey in <i>Cable Guy</i> .	Unlike those wussy, make-believe play battles, <i>Draconus</i> treats you to some hard-core combat. You won't see this kind of blood letting at Medieval Times.
Armory	Mace, sword, bola, lance, and a neat axe-head on a stick. Cool.	Three basics – sword, mace and axe, plus those cool spells.
Medieval Value	For that immersive, eat-with-your-hands experience, you can't top it.	Low effort for the couch potato, but you'll be hungry after the first level.

Colin All Cars

The PlayStation's greatest rally game is finally coming to the US.

■ SYSTEM PlayStation ■ PUBLISHER Sony ■ DEVELOPER Codemasters ■ THEME Racing ■ PLAYERS 1-2 ■ AVAILABLE February

INSIGHT

Q. How many cars?

A. 12, ranging from Impreza WRC and Lancer Evolution IV to the Escort Cosworth and old Escort Mk II.

Q. Who the hell is Colin McRae?

A. Scottish Colin drives like his hair's on fire, has two British Rally Championships to his credit, and is the 1998 World Rally champ. Pops Jimmy and brother Alister are also accomplished drivers.

Q. Who's riding shotgun?

A. Lucky you, Colin's co-driver, Nicky Grist, has unwisely chosen to jump ship and is now your navigator.

Colin McRae Rally was released in Europe in 1998, way back in the dark ages of the last millennium (sick of that yet?). The Euros were nuts for it, but then they love their rallying. Now we finally get some off-road action.

The World Rally Championship is probably the only sport where the spectators are more at risk of physical harm than the participants. Luckily, *Colin McRae Rally* places you firmly in the driver's seat as you blast around eight international rally courses, trying to keep up with that dang Colin McRae.

CM Rally promises to be the most accurate rally sim on the PlayStation, with detailed car physics and a fully customizable race set-up. Races are against the clock so don't expect much bumper to bumper dicing, although there is a two player mode. Head-to-head races take place on a so-called "Super-Special Stage," in which both cars race around separate inner and outer tracks, simultaneously. Sounds crazy, but they actually do this. In Europe.

Normal races are divided into stages with a break between each sections, just like the real deal, so if



HELLEN WHEELS An Escort Mk II careens around Greece on two wheels.

you need to slap on some rain tires or fix damage from a minor run-in with a tree, you'll have a certain amount of time to get your car rolling again.

Graphics are still quite good for a game that's really two years old and include different weather conditions, road surfaces, and night races. You'll also unlock other cars and tracks as you progress through the championship mode, and you can pick up race tips from the man himself – big, strapping young Colin – in the Rally School. Race-sim fanatics, alternate sessions of *GT2* with doses of *CM Rally* and you'll be ordering pizza and skipping showers for months.

- *Demian Linn*



EUROPEAN VACATION The best way to see Sweden is from behind the wheel of a sliding Audi Quattro. Just make sure you don't get up close and personal with the foliage.

THE REAL DEAL

Itching to hit the dirt, for real? Ivor Wigham's **European Pro Rally School** in Starke, Florida, offers beginning and advanced rally driving courses, in a variety of cars, starting at \$495. You can even rent a Subaru Impreza WRX to race in the USA Pro Rally Championship. Call 1-877-U-RAL-LYE for more info.

N64 QUICK LOOK

Tony Hawk's Pro Skater

■ Skateboarding ■ Activision ■ March

1 Finally, skateboarding on the N64.

And this isn't just any skateboarding game; it's a port of the PlayStation version that many feel is the greatest skating game of all time.

2 Are the two versions identical?

Almost. The N64 title promises improved effects and character graphics.

3 Is the game's engine based on *Apocalypse*?

In the initial development stages, Neversoft had Bruce Willis' character boarding in the *Apocalypse* world to determine if they could create a fun skateboarding game. Yippee-ki-yay!



SPREAD EAGLE Bucky Lasek does his best airborne impersonation of Tony.

N64 QUICK LOOK

Mario Party 2

■ Party game ■ Nintendo ■ Jan. 24

1 Just how similar is this one to the last one?

You'll recognize the characters – including Mario, Princess Peach, Yoshi, Donkey Kong, Wario, and Luigi – and the mini-games are the heart of this sequel. But expect some changes.

2 Changes? What kind of changes?

Well, all kinds of cool new mini-games like bumper cars, a gun duel, an airplane dogfight, and something akin to *Hungry Hungry Hippos*.

3 So, can I have any fun playing this alone?

Hey, it's got "Party" in the title for a reason. Just think how much more fun you'll have playing the four-player, split-screen tank battle with your friends, screaming your heads off.



RING AROUND THE RAINBOW Mario and pals fly circles around each other.

Touch My Monkey

Road Rash Jailbreak's new features mean a little more action and adventure

■ SYSTEM PlayStation ■ PUBLISHER EA ■ DEVELOPER DreamWorks ■ THEME Racing/Fighting ■ PLAYERS 1-4 ■ AVAILABLE Jan.

INSIGHT

Q. Do you ever get to have some real fun with the cops?

A. Check out Donut Patrol and root those pastry-munching cop-pers out of their habitat.

Q. I just got ejected. How do I get revenge?

A. If you're a recently-ejected monkey, switch sidecar mode from co-op to versus. You'll get to rash your ejector to your heart's content.

Q. Hey, where have I heard that song before?

A. The game's soundtrack features unsigned bands picked in an Electronic Arts contest.

A midget biker wearing an antlered helmet might not make very much sense in just any game, but it sure spices up *Road Rash Jailbreak* – the latest *RR* title that has you and midget Punt rashing to break hardcore biker boss Spaz out of jail.

His latest in the long line of fighting-while-riding-a-motorcycle games continues to provide combat racing action, but now has features like a story mode. You're a young punk working his way up through a gang so that you'll be strong enough to eventually bust Spaz out of jail. Win races and your rank goes up – after you've been beaten in by rest the gang, of course. Punt helpfully gives you advice throughout, as does Spaz, before he goes to the bighouse.

The coolest aspect is sidecar mode. Two-player co-op has you drive while your buddy plays "monkey," who rides in the sidecar, brandishing his lead pipe, cattle prod, chain, hook, or whatever other evil implement he might have in his hand, and whacking enemies right off their bikes. If the situation's getting tight – you're about to lose



WHIP IT GOOD To move up the ranks, this biker shows a little unchained fury.

a race, for example – you can eject the monkey from the sidecar, hopefully right into an enemy, knocking him off course. Or four of you can race, sidecar to sidecar, in a split-screen mode.

Taking a cue from the success of *Need For Speed, Jailbreak* gives you the keys to the CHiPs-mobile in the Five-O mode so you can track down perps. You start out as a meter maid and rise through the police ranks as you bust bigger perps.

With the monkey in a sidecar, cop modes, story modes, and a new fighting combo system to add to the depth of the battles, *Road Rash Jailbreak* is busting out.

—Maira Muldoon



DOUBLE TEAM With a monkey in your sidecar doing your dirty work, you can take out more of your fellow motorists.



Bad to the Bone

That little guy in *Road Rash Jailbreak* is no Mini-Me. He's worse; he's Punt, the *real* star of this rough riding biking title.

How cool is *Road Rash Jailbreak*?

How lame are you for using "cool?" What are you, my dad? We're talkin' a whole new level. *Road Rash Jailbreak* is tight! The game's got killer graphics, phat new fighting moves, and a ton of new bikes and courses. Plus, you get the chance to bust my homie, Spaz, out of the slammer and rough up the fuzz in the process.

Who's this Spaz guy?

Who's Spaz? Spaz is the man. The guy's the freshest rasher ever to hit the pavement. He's got nerves of steel, sick ridin' skills, and a wicked left hook – the man is a highway legend. You definitely don't wanna cut him off on the road, or you'll be chewin' up asphalt. Spaz'll ride up to you until he makes sure you see him, then he'll run you over at full speed.

What moves from *RRJ* are you especially proud of?

I really dig the new super moves and killer combos. I am particularly fond of the crow-bar crunch and the 2x4 smash. Both moves, when executed by an expert like myself, can knock a scrub off his bike with one hit.

Being the bad boy that you are, do you ever play in Five-O mode?

I don't play as the cops. Hell no. Are you crazy? Me as a pig? Ain't never gonna happen. I could never ride with my guys again if they saw me cruisin' as the fuzz. But them cops sure have a mean ride.

What's the story behind the antlers?

I could tell you, but then I'd have to hurt you real bad. But if you come a little closer, I can show you what they're for.

THE REAL DEAL

Prove how bad to the bone you are at the Cycle Expo 2000 and Agony & Ecstasy Tattoo Convention in Richmond, VA on March 17. Registration is \$10.00. Check out the event's Web site at: excalevents.com

What the F(1)?

From outta nowhere, another Formula 1 racing sim hits the Dreamcast.

■ SYSTEM Dreamcast ■ PUBLISHER Sega ■ DEVELOPER Video System ■ THEME F1 racing ■ PLAYERS 1-2 ■ AVAILABLE December

INSIGHT

Q. Give me the numbers.

A. All 16 tracks, 11 teams and 22 cars are in there, aside from game-shy Jaques Villeneuve, who makes his first pixelated appearance in Psygnosis' *Formula One '99*.

Q. What makes *World Grand Prix* special?

A. It looks unbelievable, for one. It's also full of options, and the car models actually show damage. You can lose a front wheel and still limp around the track.

Q. Who are these Video System people anyhow?

A. Brits who brought you such games as *AeroFighers Assault* and *F-1 World Grand Prix* for the N64 and will soon release *Harrier 2001*, also for Nintendo.

Formula 1 World Grand Prix. Ever hear of it? Didn't think so. Neither had Sega up until a couple months ago. But from what we've seen so far, it's set to give *Mona-co GP* a run for the money and could turn out to be the best DC racer this side of *Sega Rally 2*.

Ah, Formula 1. Where else can you see rockets cleverly disguised as cars hurtling around the world's most famous racetracks at insane speeds? The pageantry, the money, the French, the Rio-style bikinis. It's all coming your way in *F1 World Grand Prix*. Or at least the racing bit is, and some of the French.

Developed in the UK, *World GP* is shaping up as a pretty accurate F1 sim, but not so accurate that it's impossible to keep all four wheels on the track without superhuman reflexes. Two driver difficulty levels and options like traction control and brake assist make the learning curve a little less painful.

There's plenty of depth, though. Everything from your car's front wing angle to pit strategy to the AI of computer-controlled rivals is adjustable, and car damage can be turned on, too. You can even opt to



LONDON FOG Alesi on a cool-down lap after a rainy British Grand Prix.

replicate the conditions of each race as it happened during the 1998 season, including the weather and other teams' race strategy.

Now, 1998 was a good year (assuming you weren't involved in any impeachment hearings), but that doesn't mean we want to relive it. Why not base the game around the recently completed 1999 season?

Anyway, the unfinished version of *F1 World GP* we saw was graphically stunning and played just as well. Whether or not there are enough gamers out there pining away for another F1 title, especially one based around the 1998 season, is a different question entirely.

- *Demian Linn*



PRANCING HORST Ferrari driver and Germany's favorite Schumacher charges through the field on the opening lap of the Monaco GP.

World GP is shaping up as a pretty accurate F1 sim, but not so accurate that it's impossible to keep all four wheels on the track without superhuman reflexes.

PS QUICK LOOK

Gekido

■ Fighting ■ Interplay ■ March

1 Gekido? Never heard of it.

Neither had we until it kicked down our doors the other day. Basically, it's a four-player fighting game where you pick up objects and hurl them at opponents until they're knocked out.

2 Just what we need, another fighting game.

Actually, the game also features a beat-'em-up mode similar to *Streets of Rage* where players run through the hood looking to rumble.

3 Rumble? Are there gangs?

Gekido not only has gangs, it also has a gang fight feature where your posse squares off against a friend's group of street soldiers in a brawl to the end. Bling, bling.



PUNKS STEP UP Beast throws an up-percut during an arena beat down.

DC QUICK LOOK

Tee Off Golf

■ Sports ■ Acclaim Ent. ■ January

1 What's with the giant heads on the characters?

The 12 golfers in the game are rendered in the Japanese 'big head' anime style - or else they've developed giant brain tumors.

2 But this is golf, right? With clubs, courses, and a bunch of rich white guys?

Don't get your knickers in a bunch. *Tee Off* features six wacky game modes played on five international courses in Africa, America, Australia, Japan, and Scotland.

3 So it's like *Hot Shots Golf* for the Dreamcast?

The 3D graphics and speedy camera shifts should make for lightning fast gameplay. But we'll see if it becomes the Arcade Tour champ.



SCHWING It's not the cup size that matters, just get it in the hole.

Though he's currently sitting on his carpeted floor, Jamie Kennedy is actually stuck between a rock and a sharp place. "What do I do?" he asks, motioning towards the screen where, thanks to him, Lara Croft is surrounded by some blow dart-wielding bad guys. Before anyone can offer any suggestions, though, Lara crumples to the floor, leading Jamie to moan, "Oh no, she's dead."

It's no surprise that Jamie Kennedy feels bad about leading Lara Croft to her death. Though the star of *Scream*, *Three Kings*, and *Enemy Of The State* counts *Donkey Kong* as his favorite video game ("Donkey Kong rules!" he enthuses), the 29-year-old actor says he just can't resist Lara Croft. And after playing her newest adventure, *Tomb Raider: The Last Revelation*, Jamie says he's even more smitten than before.

So what did you think?

It's a really cool game. It might be the best one yet, though I really have an affinity for the first one. Actually, they're all really good, but this one is just awesome.

What specifically do you like about it?

The sherpa guides that lead you places. I like that there's other characters that you interact with — Lara's alone a lot in the other ones.

What about the graphics?

I honesty don't think the graphics are that much better than the last one. I think they're killer, but I don't think they're that much better than the first one. Like the boxing game on Sega, *Ready 2 Rumble*, that's got sick graphics. I wish Lara could look like those girls — they have moving breasts, they sweat. She looks a little smoother, but not that much smoother.

Did you think the controls were different at all?

They're as easy as they always were, very

simple. But I don't play 10 hours a day, so I don't have them memorized. You've got to remember what's "jump," what's "down," and all that.

Did you play any of the levels where Lara is Britney Spears' age?

I thought she was cute there [laughs]. I liked that. That's why I liked the game, because it goes through the years and shows her back story and how she got that stuff. I actually liked that a lot.

Did you try combining things, like the laser sight and the pistol?

No, you can do that? That's really cool.

That's how you kill the walking skeletons, the ones that look like they're from the old Sinbad movies. You have to blow their skulls apart.

So that's how you get by them! They were really good evil creatures to fight, they were really scary. I could not get past them, though.

Did you beat any of the levels?

No, I was just messing around, and then I'd die. It's a hard f—ing game, so it's hard to get very far. If I wasn't sliding into knives then I was getting eaten by one of the little animals. There's a lot of little

Continued on page 82



THANKS FOR THE MAMMARIES Lara's back and bouncier. Forget those nasty wall textures, though.

STAR PROFILE

Name: Jamie Kennedy

Occupation: Actor

Years as a gamer: 19

Favorite game:

Donkey Kong



Favorite Tomb Raider game: The first one

Systems owned: Atari 2600, Intellivision,

Colecovision, PlayStation, Dreamcast

Favorite Indiana

Jones movie: *Raiders Of The Lost Ark*

Where you've seen

him: *Scream*, *Scream 2*, *Three Kings*, *Bowfinger*, *Enemy Of The State*, *Romeo & Juliet*

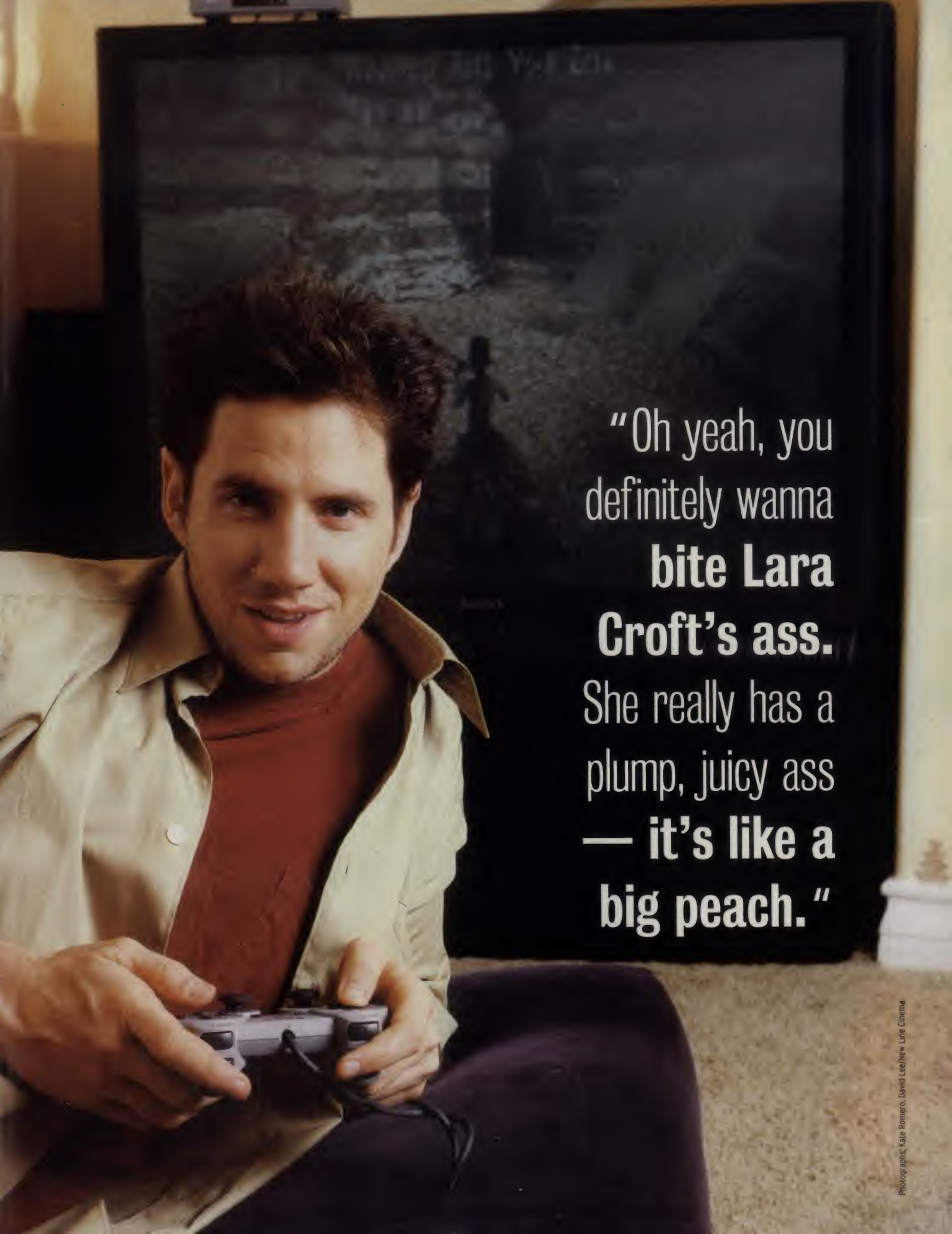


Coming Soon: *Boiler Room* with Ben Affleck

and Vin Diesel, *Bait* with Jamie Foxx and Mike Epps.

EGYPTORBUST

Jamie Kennedy loves Lara Croft, but does he love her new adventure? Paul Semel watches as the star of *Scream* and *Three Kings* takes on **Tomb Raider: Last Revelation.**



“Oh yeah, you
definitely wanna
**bite Lara
Croft’s ass.**
She really has a
plump, juicy ass
— **it’s like a
big peach.**”

CELEBRITY REVIEW

Continued from page 80

things in here that kill you and you don't know how you're dying, but you're dying. Like scorpions would come and bite me, and I couldn't see them. You're like, "What the f—'s biting me?" and half your life is gone before you realize there's a scorpion at your feet. The other thing about these games is that there's so many nooks and crannies that you can spend forever playing. The thing that makes it great is the thing that kills it: you have complete and utter freedom, but with that, you go crazy because you may not be able to find a way out.

Do you think it's actually harder than the other ones, or do you just think that if you'd been playing it for the last three days that you wouldn't be having these problems?

Yeah, if I had been playing this for three days straight, I would've known the controls better. But it's still a hard game, it would take me a while to kill it.

Have you beaten the other ones?

I beat the first one, but it took me months, *months* to do it. I even had the tip book in front of me, and I still couldn't do it. Jumping over that fire in level five or six, that was *impossible*. No matter what, I still got burned.

Do you ever score cheats on the Internet?

No, I just call my friend who's really good, he just gives me tips. Or I get him to get me past the level.

You have a huge TV. Do you think that adds to the game?

Oh yeah. What I like about playing it on my big TV is that it's like a movie, and you're controlling one of the characters. That's why, when she dies, you get sad for a minute. Like when she falls on the knives and goes "aaaugh," you feel *horrible*. That's another good thing about the game, you feel so horrible when she dies that you never want her to die again.

Have you ever actually watched someone else play *Tomb Raider*?

Yeah, I watched my friend Sean do it. I like to do it myself, but I don't mind watching. When I first saw the game I was like, "Woah, this is amazing: you swim, you jump." It was so real and lifelike. It's kind of like a movie. And I feel like we're going more that way, and I want it to be even more like a movie. The music is also pretty good in these games, and sometimes when I get into it, things get scary. That's why I play in the dark sometimes.

Growing up, were you a fan of *Pitfall*?

Yeah, I used to play *Pitfall* a lot. Then I got the new *Pitfall* for PlayStation, but I wasn't as into it. It was kind of a weird game. I wish they would put the original *Pitfall* back, but with just really good



"Oh yeah. What I like about playing it on my big TV is that it's like a movie, and you're controlling one of the characters."

graphics, because that game was hard.

Okay, confession time: Have you ever found yourself sexually attracted to a video game heroine?

Oh yeah, you definitely wanna bite Lara Croft's ass. She really has a plump, juicy ass — it's like a big peach. The chicks from *Fighting Force* are pretty nectar too.

Would you ever take a role in a movie that's based on a video game?

Oh yeah definitely. I think video games today have the most awesome plots. *Resident Evil* would be one. *Tomb Raider*,

though, is just awesome. I envy the girl who's gonna play that. It will be like *The Mummy* but sicker. There's just so many obstacles it will be like a huge series. It's so sick, I love it.

So who would you get to star as Lara Croft in the *Tomb Raider* movie?

Catherine Zeta-Jones, she's my number one choice by far. She also has a plump, juicy ass.

Would you want to be in that movie?

Yeah. I'd want to be one of the scorpions. ①

Celebrity Verdict

GRAPHICS: Lara's breasts could jiggle more, but otherwise great.

4

SOUND: The music gets spooky. I play in the dark and it's like a movie.

5

CONTROL: Great, though I wish she moved faster and was more mobile.

4

Tomb Raider: The Last Revelation

PROS: The game has a ton of cool s—. With the scope, the skeletons and everything. It's exciting.

CONS: It's too hard. It would take months to beat it. The levels are so big I'm not sure where to go.

OVERALL
Lara's ass has never looked better. It's a really cool game. All the games are good, but this is awesome.

5
OUT OF 5



Tomba! 2: The Evil Swine Return

The pink-headed hero is back to cut the pork in this awesome sequel

FACT FILE

DEVELOPER Whoopee Camp PUBLISHER Sony GENRE Pseudo-3D/RPG PLAYERS 1 RATING E

GAME GLANCE

- 4 Color-coded treasure chest keys
- 5 Vicious varieties of swine
- 6 Friends to help you on your quest
- 6 Wardrobe changes
- 100 Events to complete a "Total Adventure"

Pork, the other white meat, is not your friend. In this huge and entertaining sequel to the extremely weird *Tomba!*, pigs are once again your dastardly enemy and even come in several flavors of dastardliness.

In this second great-looking effort, Tomba – our hero with a shocking shock of pink hair – is resting up from his last adventure, when he finds out his girlfriend, Tabby, has been kidnapped by the nasty porkers. Our brave little monkey boy heads off with his pal, Zippo, to rescue her and save the other inhabitants of Tomba's world from swine treachery.

Anyone who loved Tomba's first installment will be happy to see the old-school linear format that keeps the fuchsia-headed jungle kid to the confines of a specific track. While every game seems to go the free-roaming route, this pseudo-3D follow-up's limitations may actually



FEELING NUTTY Tomba jumps from nut to nut, battling pig ghosts in the Forest.

make it more of a challenge.

Besides, you won't be short on tasks to complete. *Tomba! 2* is riddled with dozens of assignments that span several levels, and you'll find yourself crossing back into old levels to finish earlier missions in order to earn items and progress to higher levels. Tomba will also need to make several costume changes throughout to help him get past certain situations. You'll be swept up in so many of the adventures that you may not stop to notice just how smoothly the controls handle or how attractive some of the backdrops look.

The game's primary kiddie audience obviously has an influence on the game's story and overt cutisiness, so this sequel may not appeal to some of those hard-core players. But those who give it a try won't be disappointed by this purely fun, addictive game.

-Annette Cardwell



PRETTY IN PINK Tomba checks out the piggy action before setting out on this level.

Our brave little monkey boy heads off with his pal, Zippo, to rescue her and save the other inhabitants of Tomba's world from swine treachery.

The Verdict

HOW THEY COMPARE

■ **CRASH B'COOT WARPED**
The latest *Crash* proves the Bandicoot is still king of the PlayStation platformer.

■ **TOMBA! 2**
This second episode in the kooky *Tomba!* legacy only improves on the already en joyable original.

■ **TOMBA!**
The zany jungle kid is a fun platformer, but the sequel has more to offer.

■ **KLONOA**
This Namco almost-3D title is amusing, but lacks Tomba's charm. And hair.

■ **CHOCOBO'S DUNGEON 2**
This beginner's RPG just doesn't have the same amount of action of either *Tomba!*

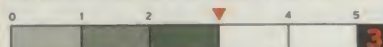
GRAPHICS

■ Bright, vivid, and adorable characters and surroundings, plus nice special effects make for a pretty game.



SOUND

■ The happy-go-lucky soundtrack and off-the-wall voices fit well with the *Tomba!* style, but may grate on your nerves.



CONTROL

■ When hopping around from one scary precipice to another, those reliable controls will come in handy.



Tomba! 2: The Evil Swine Return

PROS: Colorful graphics, smooth controls, cool mini-games, and challenging gameplay.

CONS: Hyper-cutesy storyline, childish story-telling voice-overs and overly cheerful soundtrack.

OVERALL

Tomba! 2 may appear to be kids' stuff, but this tough platformer will keep you busy and is a blast to play.

4
OUT OF 5



QUICK REVIEWS

NCAA March Madness 2000

■ PLATFORM PS ■ PUBLISHER EA Sports
■ PLAYERS 1-8 ■ GENRE College Basketball



CARDINAL SIN A Stanford shooting guard swings on the rim after a dunk.

The best college sports game of the year, *NCAA March Madness 2000* captures all of the passion and excitement of the collegiate tournament and jams it into one dynamite hoops experience. Highlights include over 150 Division I men's teams, 16 women's teams, and some of the fiercest b-ball action to date. Players dive for loose balls, shake the boards with huge dunks, and celebrate after shots as the crowd chants for their favorite squad. -JR

Overall

★★★★

Xena Warrior Princess: Talisman of Fate

■ PLATFORM N64 ■ PUBLISHER Titus
■ PLAYERS 1-4 ■ GENRE Fighting



IN YOUR FACE Xena smacks Caesar in the face with her sword. Aiiieeee!

Titus sure does have a sick sense of humor. First they torture Nintendo owners with *Superman* (one of the worst games ever), and now *Xena*, a fighting game so appalling, it makes you reminisce about the good old days of *War Gods*. The only positive thing to say about this piece of gaming excrement is that four players can brawl at once. *Xena* features shoddy controls, virtually no moves, and a sorry selection of fighters. Even Lucy's most faithful followers will be turned off by this. -JR

Overall

★

QUICK REVIEWS

Namco Museum 64

■ PLATFORM N64 ■ PUBLISHER Namco
■ PLAYERS 1-2 ■ GENRE Arcade



WOCKA WOCKA Gobbling dots, evading ghosts, and still looking beautiful.

After *Namco Museum 1-3* for PlayStation, Namco re-releases their re-releases on this new *Museum* for Nintendo 64 with a lineup of *Pac Man*, *Ms. Pac Man*, *Galaga*, *Galaxian*, *Pole Position*, and *Dig Dug*. Each game not only looks, sounds, and plays like the original, but Namco has even built in the screen borders from the arcade stand-ups. They couldn't package the precise controls from those old machines (you'll settle for the N64 analog controller), but all those old-school memories will keep you coming back for more. - AC

Overall ★ ★ ★ ★

Warpath: Jurassic Park

■ PLATFORM Black Ops ■ PUBLISHER EA
■ PLAYERS 1-2 ■ GENRE Fighting



CROTCH SNIFFER Leaping lizards, this *Acrocanthosaurus* must be in heat.

Warpath: Jurassic Park looks like a filet mignon, but tastes like Spam. When you first switch on the game you may wonder if EA somehow subverted the architecture of the PlayStation; the game's dino look that good. But then you actually play. The moves in this fighting title are so repetitive that you'll call it quits after a few easy wins. Unless giant reptiles populate your every waking thought, play *Primal Rage* in the arcade and stay off the *Warpath*. - AS

Overall ★ ★

NBA Courtside 2 Featuring Kobe Bryant

Can *Courtside* lift Kobe to a championship? Check the scoreboard...

FACT FILE

■ DEVELOPER LFP ■ PUBLISHER Nintendo ■ GENRE Basketball ■ PLAYERS 1-4 ■ RATING E

GAME GLANCE

- 29 NBA teams
- 2 All-Star teams
- 700+ NBA players
- Practice
- Arcade
- Season
- 3-Point contest
- Player creation

When Kobe Bryant flies towards the rim, it's one of the most exhilarating moments in sports. You can't stop gawking, even if you hate the Lakers, because his style and hang time is simply breathtaking. The question is, can Nintendo make a game as captivating as its endorser? Not quite, but like Bryant, it sure is entertaining.

NBA *Courtside 2 Featuring Kobe Bryant* sports an enticing mix of NBA reality and playground jams. In Simulation mode, players set picks, play aggressive D, and move around the court calculating their next moves from pick and rolls to alley oops. On the flip side, Arcade mode features more of an MTV *Rock 'N*



STEAK SUPREME Kobe gives the fans a yell as he soars to the rim for a backboard-shaking slam.



FIVE ALIVE Donyell Marshall pulls up and knocks down a five-point shot.

Jock style of play that includes faster paced contests, earthquake dunks, and long range bombs worth as many as 15 points a pop.

Other highlights include *Courtside's* trademark maneuvers and a create-a-player mode that actually shows your player's abilities improve or decline depending on his in-game performances. The game's graphics have also been drastically enhanced, now offering facial expressions, player collisions, and more legitimate-looking jumpers. All told, *Courtside's* innovative features help make it the most thrilling game of hoops available on the N64. Similar to watching Kobe, you can't keep your eyes off the screen, only now you're in control of whether you want see a two-handed windmill or an off-balance flip shot between frustrated defenders.

- Jon Robinson

The Verdict

NBA Courtside 2 Featuring Kobe Bryant

HOW THEY COMPARE

■ **NBA COURTSIDE 2**
Incredible improvement over the original. Signature moves and arcade mode raise the replayability level.

■ **NBA LIVE 2000**
One-on-one street ball makes the game fun, but arcade mode can't match Kobe.

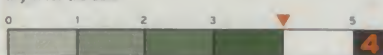
■ **NBA SHOWTIME**
Two-on-two high-flying action. Dreamcast version makes the N64 game unplayable.

■ **NBA COURTSIDE**
Kobe's first is still fun, but nowhere near the level of the sequel.

■ **NBA JAM**
The worst of the N64 bunch. Nothing about game stands out above *Courtside*.

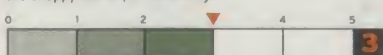
GRAPHICS

■ You can actually see the snarls on the faces of ballers flying in for the dunk.



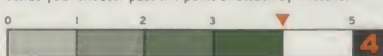
SOUND

■ Lakers' announcer Chick Hearn provides commentary, but the choppy delivery is unnerving.



CONTROL

■ Sometimes when you're on offense, the motion-capture sends your shooter past the point of attack by mistake.



PROS: Ankle-breaking dribbles, facial expressions, arcade mode with bonus shots.

CONS: Rosters aren't very up to date (Pippen is still on the Rockets). Lack of one-on-one game mode.

OVERALL

Basketball fans will be hooked by Kobe's high-flying dunks. The b-ball game to buy if you only own an N64.

4
OUT OF 5

★ ★ ★ ★ ★

THE REAL DEAL

Vote for Kobe Bryant to make the All-Star team at: www.allstar.nba.com/Ballot

Soul Fighter

In the tradition of *Golden Axe*, three heroes save souls and kick ass.

FACT FILE

DEVELOPER Toka PUBLISHER Red Orb Entertainment GENRE Action PLAYERS 1 RATING Teen

GAME GLANCE

- 3 Characters
- 5 Bosses
- 5 Worlds
- 12 Sub-levels
- 40+ Enemies

Double Dragon. Streets of Rage. Final Fight – classic button-mashers that helped launch the beat 'em up genre. Unfortunately, it's been dead ever since. Can *Soul Fighter* save beat 'em ups from becoming forever black and blue?

In *Soul Fighter*, a toxic mist envelops the kingdom of Gomar and transforms all of the land's inhabitants into savage animals. It's up to you to rescue those mutated souls and save a cursed kingdom.

The gameplay's similar to *Golden Axe* as you punch and kick your way through five worlds on your quest for salvation. The action blazes by as beasts attack you and



FIRES FROM HELL Atlas fights through fire and enemies to save souls and his ass.

even summon reinforcements when they're about to die. What sets *Soul Fighter* apart, however, is that you can switch your perspective from third to first person – enabling you to use power-ups like crossbows to kill adversaries from a distance.

If there is a downside it's repetitiveness. Even though the worlds are massive, once you find a few combos, that's all you use. Punch, kick, punch, kick, punch, snooze.

Another negative is the fact that *Soul Fighter*'s only a single-player game. The level of excitement would be greatly increased with the inclusion of double team moves, or the "accidental" beat down of your friend/competitor.

Luckily, even with its faults, *Soul Fighter* provides enough energy that it's recommended for gamers looking to pick a fight. This is one soul worth saving.

– Jon Robinson



YOU BETTER AXE SOMEBODY Using the sniper's view, Sayomi strikes down the bear boss with a throwing axe.

QUICK REVIEWS

K-1 Grand Prix

PLATFORM PS PUBLISHER Jaleco
PLAYERS 1-2 GENRE Kickboxing



STAN THE MAN Stan gets blasted with a right before getting knocked out.

Mind-numbingly monotonous and uninspired, *K-1 Grand Prix* turns the sport of kickboxing into a tedious experience of plodding pugilists and button-mashing. Fighters lumber around the ring like a 16-bit game, and brawls require no strategy whatsoever. In fact, it only takes a few strikes to slap your opponent down faster than a Denver Broncos fan holding a snowball. The game does sport a variety of modes like Tournament and Training, but after playing a few rounds, you'll realize that no mode could save this champion of chumps. – JR

Overall

★

Centipede

PLATFORM DC PUBLISHER Hasbro
PLAYERS 1-2 GENRE Shoot 'em up



FAULTY TOWERS Protect your real estate from hordes of floating bug heads.

Must. Shoot. Everything. That's the spirit of this hapless remake of the arcade classic. Weave your way through mushrooms and blast at centipedes, spiders, and other squishy critters. The action is fast-paced and slick in its new 3D clothes, but the levels are mind-numbing. Over and over again, hordes of bugs spill out from the walls. Mash the fire button to get rid of them all. Playing this for an extended period of time forces the player's brain waves to flatten. If this is your thing, play some Yanni and let the brain cells burn. – EL

Overall

★★★

The Verdict

HOW THEY COMPARE

SOUL FIGHTER

Medieval martial arts and monster madness. *Golden Axe* without the same ol' multi-player.

ZOMBIE REVENGE

Blasting zombies in a house of fire and chaos. Sounds better than it plays.

DYNAMITE COP

An explosive bust. The game's life span lasts about 15 minutes.

N.M.A.R.E. CREATURES

Chopping blocky ghouls in hall can be entertaining for a few levels.

FIGHTING FORCE

Promised big things, delivered little more than average sparring action.

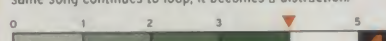
GRAPHICS

Beautiful game delivers detailed characters, fiery explosions, and smooth moves. Oh, and jerky camera angles.



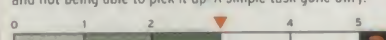
SOUND

Trumpeting soundtrack invigorates fighters, but as the same song continues to loop, it becomes a distraction.



CONTROL

Nothing's more frustrating than standing over a power-up and not being able to pick it up. A simple task gone awry.



Soul Fighter

PROS: Saving souls with kung fu kicks and swords. Enemies seem more intelligent than past games of the genre.

CONS: Repetitive action and lack of multiplayer games. Picking up items should be easier.

OVERALL

Despite its flaws, *Soul Fighter* delivers enough excitement to break the curse of past beat 'em ups.

3
OUT OF 5

★★★★★

THE REAL DEAL

Christians trying to save your movie souls – find out why *South Park* is the devil. www.capalert.com

Vigilante 8: Second Offense

When John Torque talks, people listen. And when he gets behind the wheel of his Thunderbolt, people run.

FACT FILE

■ DEVELOPER Luxoflux ■ PUBLISHER Activision ■ GENRE Car combat ■ PLAYERS 1-2 ■ RATING Teen

GAME GLANCE

- 9 Characters
- 9 Hidden cars
- 8 Levels
- 7 Weapons plus specials
- 7 Non-weapon power-ups
- 4 Upgradable car attributes
- 3 Rival gangs

It's that time of year again – a slight nip in the air, a gaggle of basketball titles on the shelves – when gamers' thoughts turn to that long-favorite pastime: vehicular combat.

If the Boy Scouts taught us anything, it's to always be prepared. Say what you want about video games being a waste of time, but when that inevitable post-apocalyptic dystopia arrives, you're going to want to be prepared. And if that means knowing your way around a Winnebago outfitted with homing missiles and proximity mines, then there's no time like the present to start brushing up on your *Vigilante 8: Second Offense*.

Some of you, the more theatrically inclined, may be thinking, "Great. But what's my motivation?" Well, the first *V8* was all about a turf war between two gangs, the nice guys in the Vigilante gang versus the devil-may-care straight-up evil Coyotes. This time around things get a little more complicated. Slick Clyde, leader of the Coyotes, has gone corporate and is an oil baron in the year 2017. Then he decides, on what must have been a particularly slow day, to travel back



DALLAS DOES BOB The futuristic Palomino XIII, piloted by robot Dallas 13, unleashes the Mega Collider on poor old Bob. It's tough being a misunderstood astronaut.

in time to the '70s and take out the Vigilantes. It's all very *Back to the Future*, but without Michael J. Fox. Then another gang, the Drifters, shows up and everybody fights.

Some of the characters from the original *V8* return in *Second Offense*, but the cars and special weapons are new. The biggest change, however, and the one most

likely to keep gamers coming back for more *Second Offense* action, is the car upgrade system. Each time you destroy a rival car, it spews out power-ups which increase one of your vehicle's four attributes – acceleration, speed, armor, and target avoidance. Eventually you'll earn add-ons like spoilers, ram bars, or wider tires, and when you've

Twist Your Metal

Fans of *Twisted Metal* and *Vigilante 8*'s brand of automotive carnage don't have to get all their jollies in the virtual world, although strapping a gun to the family car is still frowned upon by most local Sheriffs we polled.



If you long for hot, car-on-car action and a great deal of twisted, dented, and otherwise deformed metal, you should consider either renting David Cronenberg's *Crash* or participating in a destruction derby. We did the latter, and ever since then parallel parking "by feel" has never been easier. Armed with little more than a helmet

and the tough but fair suggestion that we don't aim for the driver's side door, we were let loose in our own personal demolition derby car. It was scary at first, and our brilliant plan to sideswipe the guy next to us right from the start unraveled when his engine stalled. But after the first hit it was pure adrenaline – there's nothing quite like ramming another car and hearing that simultaneous pop and crunch. Realizing you're still alive and in one piece is just gravy at that point.

CRASH COURSE

Entering a demolition derby won't break your wallet, especially if you've got an old banger up on blocks on the front lawn. Give it a try and you too could be a seasoned weekend warrior, spending most of your free time fantasizing about spectacular car crashes. Contact the National Demolition Derby Association (1-800 USA-NDDA) for an event schedule and entry rules.

Outrun the cops lurking around the donut shop, and destroy an observatory, causing a giant meteor to crash down and spawn huge mutant ants. Hey, it could happen.



MR RUBBISH The Garbage Man runs the Thunderbolt through the trash compactor.

maxed-out each attribute, you're awarded an entirely new car chassis. Of course, you can save your special baby to a memory card and "run what ya brung" at a friend's house.

There are also power-ups designed to help gamers negotiate different terrain types. On snow levels, a Skis N' Treads power-up transforms your front wheels to skis and the rears to studs, allowing higher speeds and tighter turns. Hydrofloaters let you drive on water, and Hoverpods turn your car into a hovercraft.



MOON PATROL Astronaut Bob in the Moon Trekker runs like hell from an mutant space bug on the Arizona level.



SLUG BUG GREEN The Wonderwagon unloads the Tantrum gun on Nina Loco.

Weapons are pretty much unchanged from the original *V8*, which is a little disappointing. However, each weapon has three alternate firing options (triggered by a D-pad combo), so there are tons of devious tactics to learn and plenty of replay value.

There are only eight levels, both for single and multiplayer games, but each is full of secret areas, destructible environments, and scripted events. On the meteor crater level, for example, you can regain health at a gas station, outrun the cops lurking around the donut shop, and destroy an observatory, causing a giant meteor to crash down and spawn huge mutant ants. Hey, it could happen.

Owners of the first game will also be able to play the original *Vigilante 8* levels. From the title screen, just swap the *Second Offense* CD with the original *V8*, wait for the levels to load and then put *Second Offense* back in. Jackpot.

Add graphics that don't give up much to the N64 version, a pretty stable frame-rate and a great soundtrack, and you've got *Mad Max*-style mayhem in the comfort of your living room. Without the Australian accents.

- Damian Linn

QUICK REVIEW

Vigilante 8: Second Offense

■ PLATFORM N64 ■ PUBLISHER Activision
■ PLAYERS 1-4 ■ GENRE Car combat



CRAZY TEXAN Nina Loco lights up Astronaut Bob's Moon Trekker.

So what does the Nintendo version of *Vigilante 8: Second Offense* have over its PlayStation counterpart? Well, not a whole lot. The big news is that N64 gamers get a four-player mode as well as the standard head-to-head, but as is always the problem when you're squinting at a quarter of the TV screen, it's kind of hard to see what's happening. Especially when you're behind the wheel of the enormous Blue Burro Bus or the Garbage Truck.

Level design is identical to the PlayStation version, although the N64 does have slightly nicer textures. Explosions and weapon effects are less pixelated on the Nintendo, and car models look a little smoother and shinier, too. Both games rely on fogging to cope with the wide-open level design, but it's not too intrusive, and visibility is basically the same for both the N64 and PS versions. *Second Offense* on the Nintendo does suffer a touch less slowdown when the action gets heavy, but the difference isn't very noticeable.

One thing Nintendo owners can't do is play the ten levels from the original game. PlayStation gamers can hot swap the *V8* CD and load up those levels to play in *Second Offense*, but you can't do that with the N64 cart version. - DL

Overall

★★★★



ON THE LAM Juvie escapee Molo circles the hovering Agent R. Chase.

The Verdict

HOW THEY COMPARE

■ **V8: SECOND OFFENSE**
Tight control, devious levels, deep gameplay, and sharp graphics mean *Second Offense* is still the Capo of this gang.

■ TWISTED METAL 4

Way better than 3, but levels not quite as cool, or graphics as nice as *V8*.

■ ROGUE TRIP: 2012

Warped, but fun, and by the guys who made the first two in the *TM* series.

■ MASS DESTRUCTION

All-out, mission-based tank warfare with high casualty rate. Aptly named.

■ ELIMINATOR

Space shooter and car combat joined at the hip, with predictably hideous results.

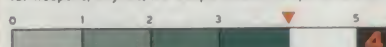
GRAPHICS

■ Highly detailed car models with excellent damage effects, wide-open levels with generally good frame-rate.



SOUND

■ Funky, funny soundtrack, the usual range of sound effects for weapons, engines, and unique sounds for special attacks.



CONTROL

■ Cars control very well, although the nimble motorcycle is a handful. D-pad combos easy to pull off and add depth.



Vigilante 8: Second Offense

PROS: Levels full of secrets, upgradeable cars, solid gameplay, crisp graphics and tight soundtrack, D-pad combos, backward compatible with old *V8* levels.

CONS: Not many new weapons, occasional slowdown in two-player games.

OVERALL

Beats out *TM4* to regain king of the hill status. Depth, levels, and gameplay make *V8* shine.

4
OUT OF 5

★★★★★

QUICK REVIEWS

Psychic Force 2012

■ PLATFORM Dreamcast ■ PUBLISHER Acclaim
■ PLAYERS 1-2 ■ GENRE Fighting



976-LAME Real psychics will know this game's wack before even buying it.

Psychic Force is like a phone call to Dionne Warwick and her "friends": it's an entertaining novelty, but definitely not worth the money. The gameplay does offer a unique twist to the typical 2D fighter – using psychic powers and telekinetic projections, combatants fly around and launch objects at each other. But this really limits the action as fighters fly from corner to corner while shooting instead of getting into their opponents' faces. A possible rental, but beyond that, you'd be better off giving your wallet to gypsies. - JR

Overall

★ ★

Chocobo's Dungeon 2

■ PLATFORM PS ■ PUBLISHER Squaresoft
■ PLAYERS 1-2 ■ GENRE RPG



SHOCK TO THE SYSTEM Chocobo delivers a deadly Thunder spell.

This pared-down *Final Fantasy* is Square's beginner RPG, so, don't expect too much of a challenge, especially if you're a seasoned RPG fan. Guide yellow-feathered treasure hunter Chocobo through the dark dungeon, collecting goodies along the way. You'll be helped by a cast of *FF* characters, including Mog, Shiroma, and Chubby Chocobo. While this intro to RPGs has its fun points, it's a little too simplified for those older, experienced, and jaded gamers who may be drawn to it for its *Final Fantasy* appeal. - AC

Overall

★ ★ ★

Medal of Honor

Germans don't know world domination. They know beer.

FACT FILE

■ DEVELOPER DreamWorks ■ PUBLISHER EA ■ GENRE FPS/Action ■ PLAYERS 1-2 ■ RATING Teen

GAME GLANCE

- 30 Million Nazis
- 24 Levels
- 13 Weapons
- 10 SS operatives
- 7 Missions
- 2 Player mode

Infiltrating installations, sabotaging secret weapons, terminating enemy forces – for the Office of Strategic Services, it's just another day at the office.

First-person shooters are all about frenetic firefights, adrenaline rushes, bluster and bravado. You don't think, you act and react with the knowledge that lightning reflexes and a sure aim will get you through any challenge.

But from the first moments of *Medal of Honor*, your sense of duty and responsibility are immediately attacked by the instinct of self-preservation. Sneaking around in a first-person shooter is all well and good, but this video game has a few too many true-life touches for comfort – touches that make you realize you are on a suicide mission.

Every enemy you come upon in *Medal of Honor* requires you to gauge the tactical situation. What weapon should be used for the kill? Does the terrain offer opportunities for cover? Can you get close enough to silently eliminate the threat, or will you chance the echoing shot from a long-range sniper rifle? Making the right decisions is the only path towards victory, because charging headlong at the Nazis will only get you killed.

While seven historically based missions may seem a bit on the low side, multiple objectives and uncharacteristically intelligent ene-

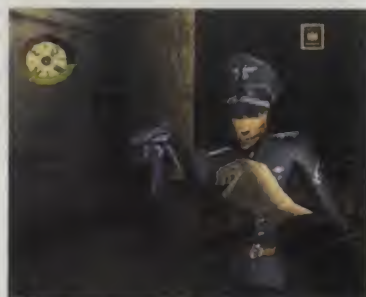


FASHIONABLE FRITZ Why do the bad guys always get to wear the cool uniforms?

mies make every mission seem lengthy and fraught with peril. Even guard dogs must be approached with caution – Fido has a nasty habit of playing fetch when you toss a hand grenade his way.

Despite some typically grainy PlayStation graphics, *Medal of Honor* will surprise you with its depth and provides an intriguing taste of the battlefield combat experience.

- Roger Burchill



PAPER BAGGED Disguises and fake credentials let you infiltrate enemy installations.

THE REAL DEAL

Check out **BarTrek** at heineken.com for a handy guide to the world's finest watering holes. Thanks to Gramps, you no longer need to invade Europe to find a good German Beer - though you'll still need to be over 21.

The Verdict

HOW THEY COMPARE

■ METAL GEAR SOLID

The champ. Tactical espionage action that will turn your snake solid.

■ MEDAL OF HONOR

Kick some Nazi ass. Undercover infiltration aspects make the game the best first-person shooter on the PlayStation.

■ SYMPHON FILTER

Surprisingly good secret agent action done in the third-person view.

■ QUAKE II

A well done port, but a game that is two years old and better on the PC.

■ DISRUPTOR

An often overlooked classic that looks better than many more recent games.

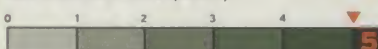
GRAPHICS

■ The dark, grainy look isn't pretty, but it actually works well with the game's atmosphere.



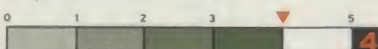
SOUND

■ Motion picture quality soundtrack and spine tingling ambient effects set the mood perfectly.



CONTROL

■ Initially awkward, it sets the standard for PlayStation first-person shooters once mastered.



Medal of Honor

PROS: The OSS, sneaking around, blasting Nazis with an arsenal of authentic WWII era weapons.

CONS: Nazis, getting stuck on corners, getting killed repeatedly thanks to the insidious enemy AI.

OVERALL

Why let Grandpa have all the glory? Step back in time and eradicate some Nazi scum.

4

OUT OF 5

★ ★ ★ ★ ★

Armormines: Project S.W.A.R.M.

Enough with the dinosaurs and aliens, it's time for *Turok: Bug Hunter*.

FACT FILE

■ DEVELOPER Acclaim ■ PUBLISHER Acclaim ■ GENRE Action/bug shooter ■ PLAYERS 1-4 ■ RATING T

GAME GLANCE

- 30+ hours to complete
- 19 Levels
- 6 Multiplayer levels
- 5 Bosses
- 5 Special weapons
- 4 Multiplayer games
- 2 Playable characters
- Co-op mode
- Ram Pak support

Five minutes in and we were thinking, "Great, it's just like the movie. But where's Denise Richards and Doogie Houser?" Then some bright spark pointed out that we were playing *Armormines: Project S.W.A.R.M.*, not a video game version of Paul Verhoeven's opus, *Starship Troopers*. It was an honest mistake.

If someone tries to tell you *Armormines* is really just a dressed-up *Turok* with big insects, kick 'em in the shins. Then apologize, because they're right.

Armormines is based on the *Turok* engine, so accomplished dinosaur hunters won't have difficulty coming to grips with the controls. Playing the part of either Tony

Lewis or Myra Lane, or both in co-op mode, yours is the lonely job of saving Earth from the alien bug hoards. There are 19 missions in five different environments to battle through, but each level is short enough that you aren't likely to get frustrated. Gamers looking for more action and less platform jumping will find plenty to like here, although the multiplayer mode can't compare with *Rage Wars*. Not for arachnaphobics.

- Damian Linn



KISS OF THE SPIDER WOMAN This is what happens when you mess with an alien spider's egg sack. So don't.



DEADLY FARCE Four colorful characters duke it out while the Sphinx looks on.



OPA! The rocket launcher is a great way to flambé bugs. Just make sure it hits.

QUICK REVIEWS

Test Drive 6

■ PLATFORM DC ■ PUBLISHER Infogrames
■ PLAYERS 1-2 ■ GENRE Racing



LAST MAN RACING A Nissan R390 GT-1 chases the pack in the Italian Alps.

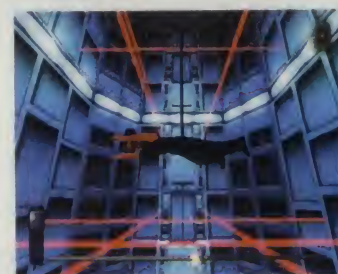
Dreamcast owners who can't get enough of the band Fear Factory rejoice; all others stand down. *Test Drive 6* has made the leap from PlayStation to next generation, but it's still pretty awful. No new cars, tracks, or miraculous gameplay improvements await Sega fans, although you will get sharper textures and a frame-rate that never quits. That said, *TD6* is just mediocre-looking for a Dreamcast title - car models are still blocky and the scenery is nothing special. We'd rather be playing *Tokyo Highway Battle*. - DL

Overall

★★

Mission: Impossible

■ PLATFORM PS ■ PUBLISHER Infogrames
■ PLAYERS 1 ■ GENRE Spy adventure



IN THE LINES OF FIRE Ethan negotiates a room full of lasers. As one does.

You've seen the Tom Cruise-tastic movie. You've heard that oh-so-catchy theme music. You've even played the so-so Nintendo 64 game. Now, the already poor-looking third-person adventure suffers further insult thanks to aging PlayStation technology. Even the cut scenes look decidedly second rate. Its saving grace is the challenging levels that force you to employ a host of devious stealth techniques. But despite the engaging spy action, this *Mission* - should you choose to accept it - is entirely possible to resist. - AC

Overall

★★★

The Verdict

Armormines: Project S.W.A.R.M.

HOW THEY COMPARE

■ GOLDENEYE 007

Still one of the best reasons to own a Nintendo 64, great multiplayer.

■ ARMORMINES

Excellent single-player and co-op game, with none of *Turok 2*'s aimless wandering. Deathmatch not so hot.

■ TUROK 2: S&E

Huge levels and occasionally tricky puzzles. Not everyone's bag.

■ QUAKE II

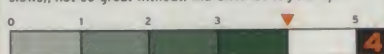
Single player levels not very compelling, but pretty good DeathMatch mode.

■ SOUTH PARK

A *Turok* progeny gone horribly wrong, this game is fun for about 30 seconds.

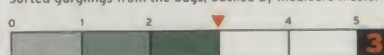
GRAPHICS

■ Looks great with the Expansion Pak (and hardly ever slows), not-so-great without. Mid-distance fog annoys.



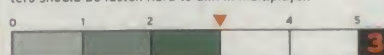
SOUND

■ The usual weapon sound effects, some speech and assorted gurglings from the bugs, backed by mediocre music.



CONTROL

■ Difficult for beginners, second nature for experts. Characters should be faster. Hard to aim in multiplayer.



PROS: Very pretty graphics with RAM pack, single-player levels are imaginative, co-op mode, cool looking bugs.

CONS: Levels too dark at times, some bugs die too quickly. Would be more fun with more ammo.

OVERALL

A strong single player game, especially if you don't like bugs. But stick with *GoldenEye* for multi-play.

4

OUT OF 5

★★★★★

Tomb Raider: The Last Revelation

Revealing Lara straps on her guns for another bountiful adventure, but it won't be her last. Not by a long shot.

FACT FILE

■ DEVELOPER Core Design ■ PUBLISHER Eidos Interactive ■ GENRE Adventure ■ PLAYERS 1 ■ RATING Teen

GAME GLANCE

- 36 Levels
- 8 Gold Skulls
- 7 Chapters
- 6 Weapons
- 16 Year-old Lara

Enter the dark, mysterious world of Pharaohs and prophecies. A world filled with rogues and fiends plotting to sabotage your every move. It's a race against time as the fate of the world lies in your hand. Hold me, Lara!

Consider for a moment what it's *really* like to be Lara Croft. We'd wager that the daily regimen of raiding trap-filled ruins, evading deadly wildlife, and outsmarting ruthless competitors is not the glamorous lifestyle it's made out to be. There must be days spent just wandering aimlessly, endlessly searching for that one vital clue that will bring you one step closer to your goal. What would you give to uncover some dusty ancient manuscript that could reveal the keys to your quest? Wait a minute, that aimless meandering isn't a day in the life of Lara, it's *Tomb Raider: The Last Revelation*!

Lara's latest adventure is an amalgamation of everything that has ever been right or wrong with the series. With over 18 million *Tomb Raider* games sold on the PlayStation and PC, there is certainly a legion of fans who will argue that the explorative nature of the gameplay is the be all end all of adventure games. And for Lara's faithful, there is much to recommend in *The Last Revelation*. It can rightly be called the most enter-

taining *Tomb Raider* game since the first incarnation that made Lara a star of the interactive entertainment world. But there is probably an equal number of *Raider* naysay-

ers who will allege that *Tomb Raider* games are nothing more than boring walkabouts, interrupted by tedious expanses of platform jumping and furniture rearranging.

There should definitely be a warning on the box stating that a strategy guide is essential to completing the game.



RUBBLE ROUSER New textures and lighting effects make Lara's Egyptian outing the best looking *Tomb Raider* yet.



Photography by Rajat Ghosh



DEFINING MOMENT

One of the most irritating game conventions in the *Tomb Raider* series has always been the timed gateways. You pull a lever, a gateway opens across the room, you have to make a mad dash punctuated with precisely timed leaps in order to get to the gate... just as it closes. Well, sure enough, this irritating pimple of gameplay popped up right smack dab in the middle of the game. I pulled the wheel, the gate went up, and I missed jumps and got sliced by blades time and time again. But when I finally managed the improbable feat, I was equal parts relived and ecstatic. Lara teases, but in the end, she pleases.

Roger Burchill



PUZZLING EVIDENCE Occasional puzzles and games exercise the brain. It's only a matter of time before we see a life-size *Tomb Raider* commemorative chess set.

The truth of the gameplay matter lies somewhere in between these two extremes.

On the surface, Lara looks better than ever. A new, single skin modelling technique smoothes out the rough, polygonal edges that shaped the improbable physique of everyone's favorite virtual girl. The game environments are sharp and crisp from a distance, making this *Tomb Raider* the best of the bunch in the looks department. Even the once-ubiquitous brick-sized pixels that filled the screen have been admirably diminished, thanks to a vastly improved palette of textures. The combined effect of these improvements is that you will be exploring and adventuring in a reasonable facsimile of the ancient ruins of Egypt rather than a soulless collection of dark, dingy dungeons, rooms, and caverns.

While the soundtrack may not be as memorable as the *Star Wars* overture, its symphonic nature sets the proper mood for an expedition. Background music isn't perpetually

droning during the gameplay, so the sound effects conspire to create an atmosphere of spine-tingling anticipation. The ambience and setting serve as a perfect backdrop for the alluring storyline that has Lara unwittingly releasing the evil god Set from his ancient tomb. Set aims to plunge the world into darkness as Lara scrambles to re-imprison the deity before Armageddon. Complicating matters is the unscrupulous archaeologist Werner Von Croy, a shady figure from Lara's past who taught her the tomb raiding ropes.

As your journey begins, you are reintroduced to Lara in the training level as a 16-year-old novice under Von Croy's tutelage. This initial segment almost seems a mini-game unto itself as Lara – and you – learn the various moves and techniques necessary to emerge from the forthcoming adventure alive. New moves like rope swinging and a speed dash are introduced, along with the standard Lara repertoire of jumps, rolls, and crawls. The

Continued on page 92



JEOPERS CREEPERS All exploring and no jeep chases make Lara a dull girl.



ANTI-GRAV PODS Lara continues to enjoy complete immunity to the force of gravity.

Bra-some Adventures

Who better than the abundant Miss Croft to guide us through some of the most memorable bras in recent history? Kick back, take a load off and check out Lara's favorite unmentionables.



MADONNA

The Cone Bra

Lara says: Next to me, Madonna has the most famous lungs of the nineties. The cone bra from her *Blonde Ambition* period would have fit me nicely during my polygonal period. Mmmm, pointy.



BRANDI CHASTAIN

The Sports Bra

Lara says: What she lacks in size, Brandi makes up with enthusiasm. That bra would have worked when I was 16. But now? Trying it on could cause a rip in the space-time continuum. You don't want that.



HEIDI KLUM

The Millennium Bra

Lara says: Hey, if anyone can discover Victoria's Secret, I'm the girl. The \$10 million price tag is steep and it looks a bit chafing, but then, diamonds are a girl's best friend.



MOVING DAY Lara's penchant for rearranging furniture continues unabated. You'd think she could afford some movers by now. Must be some starving college kids willing to help.

Continued from page 91

training ends with a (wo)mano a mano race between Lara and Von Croy, culminating in an incident which prefigures their ultimate showdown years later. But, video game years being like dog years, that showdown is only minutes away as you begin *Last Revelation*.

Like one of Lara's mysterious adventures slowly revealing itself, it is here that you will begin to dis-

cover some of the flaws that compromise an otherwise promising foundation for a game — especially one that is the fourth interpretation of the same basic formula. *The Last Revelation* is truly epic in scope, with a seemingly endless number of huge levels to explore. Initially, you will be able to reasonably meet the various challenges that confront you, but as the labyrinths become more and more elaborate, ascer-

Even the most skilled gamers will find their patience tested by the inordinate save and load times constantly interrupting the flow.



SALON SELECTIVE Exciting advances in hair physics aside, it's the same old Lara.

taining exactly what the immediate objective is becomes increasingly difficult. Vital items, levers, and switches hidden away in obscure areas with low visibility compound the problem. Miss something just once and you can literally spend hours trying to figure out how to complete a level. There should definitely be a warning on the box stating that a strategy guide is essen-



GREAT FIGURE Lara enjoys picking up some souvenirs during her little escapades.

24 Play Graph

We go way into extra time to show you the reviewer's thoughts as he or she combats fatigue in an attempt to test a game's longevity.

OBSESSED



A blank stare. No response to prodding. Game nirvana.

ENTHUSIASTIC



Wild gesticulations and great game action combine.

HOPEFUL



Promising gaming elements galvanizes the player.

DISINTERESTED



A lack of excitement fails to entice, with optional yawning.

UNCONSCIOUS



Connptions brought on by boredom leads to a comatose state.

HOOR 4 A frantic jeep chase through the Valley of Kings makes for a nice change of gameplay pace.

HOOR 1 The underaged Lara has me intrigued. Von Croy's training is less intriguing, and the seeds for future trouble are sown.

HOOR 0 After several hours of 'researching' the real-life Lara Croft model, I reluctantly begin yet another *Tomb Raider* adventure.

HOOR 9 I finally figure out that you can shoot the urns. I am an idiot.



HOOR 20 The train level may be the most innovative *Tomb Raider* level in years. Not that we haven't seen the concept elsewhere....



HOOR 14 Death tolls due to missteps, underwater hang-ups, and sloppy controls mount. Time for a Valium break.

HOOR 24 A day of my life gone, and I'm still only a third of a way through the game. Whether it's truly worth it remains to be seen.

24 HOUR PLAY-BY-PLAY>

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24



GET READY, GET SET The Egyptian god Set is set to return and ravage the Earth. Can Lara stop him in time? We're guessing yes.

tial to completing the game.

But even if you have a walkthrough for the game in hand, the very nature of the *Tomb Raider* gameplay can still be frustrating. Lara has an impressive array of moves (jumping, climbing, crawling, swimming, etc.), but basic control actions still lack refinement. In both the digital and analog mode, it is way too easy to stray off track while running or take a misstep setting up a jump. The result? A high death rate, which makes you paranoid about every action you attempt, leading you to save the game before even moderate challenges. The average gamer will be amazed to discover that even after 24 hours of play, the memory card will state that only eight hours of gameplay has been completed. Of course, player ability factors into the equation, but even the most skilled gamers will find their patience tested by the inordinate save and load times constantly interrupting the flow.

Besides these fundamental

It is way too easy to stray off track while running or take a misstep setting up a jump. The result? A high death rate.



PASS ME THE RAID Enemies abound in the game, but the pesky desert beetle may be the most relentless. And no, you can't step on them. That would be too easy.



WERNERSCHNITZEL Von Croy returns with sinister intentions for Lara.



POLE POSITION Lara shimmies up and down poles and you don't even have to tip her.

flaws, *Tomb Raider: The Last Revelation* gives every indication that it was not completed to the designers' original intent. A much-vaunted improved inventory system lets you combine items, but this does nothing significant to enhance gameplay. For instance, you'll combine two halves of a disc to make a whole key disc in order to open a passageway. Is this really neces-

sary? Couldn't the game have managed this feat on its own? Furthermore, as the game progresses you'll find vast areas that are mysteriously devoid of items or enemies. Even a promised Lara's Diary that was to record and track important in-game information was scrapped at the last moment. If Core had merely scaled back the ambitious scope of this game and focused on refining what remained, *The Last Revelation* would have been significantly better than any of its predecessors.

Despite the inelegant and unforced design, *Tomb Raider: The Last Revelation* is surprisingly entertaining. You can't help but be caught up in the expeditionary antics of everyone's favorite buxom archaeologist. Perhaps it is the ultimate victory of style over substance, but the biggest revelation about Lara's latest adventure is that it's worth another fling – just make sure to stock up on your patience before embarking.

- Roger Burchill

The Verdict

HOW THEY COMPARE

■ RESIDENT EVIL 3

Zombies infest Raccoon City, again. Will the horror never end? We hope not.

■ DINO CRISIS

Call it *Resident Evil* with dinosaurs if you like, it's still a Jurassic-kickin' game.

■ LOK: SOUL REAVER

Hot vampire-hunting action, even without Buffy. Soul-munchingly good.

■ TOMB RAIDER: TLR

Lara has never looked better. Some will enjoy the familiar gameplay, others will find familiarity breeds contempt.

■ SHADOW MAN

Evil serial killers threaten Liveside, but the gameplay belongs in *Deadside*.

GRAPHICS

■ Skin-smooth Lara and crisp, clean environments are revelation for this series. No more chunky textures either.



SOUND

■ A nice blend of symphonic overtures and eerie sound effects sets the mood nicely without endlessly looping music.



CONTROL

■ Lara's got plenty of moves, but control sloppiness makes for some frustrating moments on the stick.



Tomb Raider: TLR

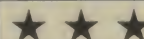
PROS: Engaging story line, moody, atmospheric setting, solid tomb raiding action, and Lara on all fours.

CONS: Unstructured "got to have the strategy guide" gameplay, and missing jumps for the dozenth time.

OVERALL

The best *Tomb Raider* game since the first one keeps our love affair with Lara alive. But it's a frustrated love.

3
OUT OF 5





THE NATIVES ARE RESTLESS.

"one of THE 10 TITLES YOU MUST BUY"
— NEXT GENERATION

FIGHT FOR YOUR LIFE

MASTER awesome HAND-TO-HAND moves and 22 massive weapons WITH explosive SFX! UNLOCK special modes to add UNLIMITED ammo or new views.



EXPLORE A MYSTERIOUS ISLAND

SOLVE puzzles and AVOID hazards in seven areas and 230 locations. DISCOVER up to 75 items, such as security cards and life ropes.



PLAY AN ACTION MOVIE

USE THE all-new U.S. version "FOLLOW CAM" system and adjustable camera as you SWIM, DRIVE, CLIMB, FIGHT, and BLAST THROUGH a cinematic 3-D world.



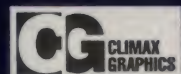
SURVIVE THE
TERROR OF
DINOSAUR ISLAND.



ACTIVISION

WWW.ACTIVISION.COM

Sega Dreamcast



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Monkey Business

After 40 hours of gameplay, two damaged joypads, and three conniptions, we present the locations of all 200 golden bananas available in *Donkey Kong 64*. Time to go ape. **by David Hodgson**

Jungle Japes

explore the tropical delights and sounds of the first stage

THINGS TO DO: WEAPONS (ALL KONGS), FIRST POTION (ALL KONGS, FROM CRANKY), SECOND POTION (CHUNKY), 500 BANANAS, FREE DIDDY, TAKE CROWN, PHOTO TWO FAIRIES.

You'll not be able to complete this level in one sitting and must return after all three other Kongs are located and ready to work. Freeing Diddy, and visiting Funky and Cranky immediately are your main objectives before the real banana grabbing can begin. Re-

member, to meet the boss, you need 60 regular bananas. Once inside, this huge Army Dillo presents little in the way of a threat to those Kongs able to leap fireballs and throw barrels at exposed armadillo flesh. Then return to Klumsy with the key.



Turning into a rutting rhino is just the start... remember to butt the cave entrance open!



Purchase the peanut pistol, and use your superior speed to your advantage.

1. FIRST BANANA FUN

DIFFICULTY ★

Wander to the main linking area, or hub, of Jungle Japes. Here you'll see a pool of water and a large thick green vine. After finding three coins, race to the top of the vine (it's attached to the muddy side of the left rock outcrop), talk to Funky for a gun, and leap across the vines and into the cannon. You'll shoot yourself to a trapped Diddy. Grab the banana.



2. DIDDY'S NUTS

DIFFICULTY ★

See that small youngster trapped behind bamboo bars? Ignore the fact that he's small enough to squeeze past them and wearing freaky clothing, and look around the main hub for coconut switches. There's three to find, each above a cave cage door. Hit each with coconut fire, then while Diddy disappears, take the banana he forgot to pick up in his alcove.



3. GRASS HUT PUNT

DIFFICULTY ★★

Take the ground level tunnel entrance at the far top-right side of the hub to Cranky's hut. Procure a vial of Baboon Blast. First, shoot the coconut switch, then step into the rhino box, charge around demolishing the three huts, and gallop to the cave entrance with the rhino head. Return to jump on the green tile previously hidden by a hut. This frees your fruit.



4. KRUSHA CRUSH

DIFFICULTY ★★

Return to the Jungle hub and wander to the ground level entrance on the left side (right as you emerge from the tunnel linking to Cranky). In here is a Krusha that needs to be slapped, either with a roll, fist, or coconut attack. The correct Krusha has a shockwave attack of yellow fire. Grab his blueprint and take it to Snide in the top left mound in the hub.



5. BARREL O' LAUGHS

DIFFICULTY ★★★

Trot back to the hub and check the palm tree just to your right, next to the large blue cross. Climb the tree, swing across the vines to the incline, and Baboon Blast (using the Z trigger) your way into a barrel firing game. Line up your monkey so the barrel or item you're about to fly through is directly in your sight. You'll finally fly into a banana.



1. NICE BEAVER

DIFFICULTY ★

Swap simians in the Tag Barrel and scoot up the large thick vine to Funky's hut. After a spot of bartering (remember the money, monkey), retrace your steps out of the hub entrance to the tunnel that interlocks the level entrance to the hub. Shoot a peanut switch to unlock a large chamber. Somersault into the beaver and grab his banana.



2. KRUSH COMBAT

DIFFICULTY ★★

On your way to Diddy's third banana, through the top right (but ground level) entrance, or the middle cave with the number 4 bananaporter, you'll meet another Krusha. This one lingers near the warp to the freakish hippo and pig guardians. Watch the ground shockwaves, collect the blueprint piece, and bring it to Snide on the top left hub mound.



3. TELEPORT TIME

DIFFICULTY ★★★

Found where both the number four teleporters are? No? Then do it. Once both are working, head on in to Cranky's hut and find the tile with Diddy's head on it. Slam on it and scuttle back to bananaporter 4 in the cave entrance. You'll be timed, so keep it tight. Warp, head straight for Funky's place, and go to the small alcove with a banana within.



4. TRUNK STOP

DIFFICULTY ★★

At the top of the middle area of the hub is a grassy tree trunk. Fire at the switch, and an upwards spiral ramp juts out. Don't run to the top, only to the small entrance hole halfway up. Inside, take down the insects with more peanut ordinance, then skip up to the mound. Hit the switch, cross the plank bridge, and free the banana atop the trunk.



5. MY BANANA!

DIFFICULTY ★★★

That tree trunk? Also a mine. Oh yeah. Dart back in, hit the other faceplate to halt the machinery, orange bomb the pig-like soldiers (Z and C-right), and bound up the conveyor belt. Horrible camera angles keep you from entering the minecart area? Blame Rare, not us. Then trundle through a mine, collect 50 coins, and avoid the alligators.





JUNGLE JAPES FOR TINY KONG

Finish the level with Donkey and Diddy before returning from the desert with Tiny.



JUNGLE JAPES FOR LANKY KONG

Also freed from the desert, this ape hand-stands and blows grapes.



JUNGLE JAPES FOR CHUNKY KONG

The most sexually ambiguous Kong is freed after level three. Buy him three potions.

1. HELL FOR FEATHER

DIFFICULTY ★★★

OK, here's the plan. Skip the last three gorillas and move Donkey and Diddy on to Army Dillo, and then to Angry Aztec. You'll find Tiny imprisoned there. Upon returning with the newly uncaged Tiny, make a beeline for Cranky's apothecary and swig down the Mini Monkey potion. You'll need this skill for grabbing two bananas.



2. KRUSHING BLOW

DIFFICULTY ★★

Remember where Donkey Kong's Krusha enemy was? No? Well, it was through the hub's ground level tunnel on the left near the area with the giant blue cross. Take down the Krusha by any means necessary — that is, by melee combat or feather sniping. Remember, Tiny's Krusha pounds the ground with purple shockwaves. Bring the blueprint to Snide.



3. TINY'S TROT

DIFFICULTY ★★★

Now here's a shock, another race involving slamming on a tile, bananaporting and running to a cave. Before the novelty factor wears painfully thin, run to Cranky's rain-soaked arena, and slam on the Tiny head tile. As the clock ticks, teleport using bananaport two, leap into the main hub's lake, and swim for the alcove next to the middle cave facing the water.



4. NOT MUSHROOM

DIFFICULTY ★

Just after your confrontation with Krusha lies a freaky beehive garden. Use your feather bow to open the entrance and skip around until you locate a floating barrel with Tiny's head on it. It's near a tree stump and a toadstool. Once the insanity tick-tock music bores its way into your soul, hop onto the toadstool and trampoline into the stump.



5. BEEHIVE YOURSELF

DIFFICULTY ★★

The other Tiny Barrel is located near a beehive with a hole in it. The plan? Shrink down, enter the beehive, head left, and flick a switch. A subsequent gate opens. Go past this newly opened area for a switch to a third area. Bound up the steps, grab your yellow prize, then return to the beehive area and check the hollow logs for floating purple bananas.



1. GRAPE STUFF

DIFFICULTY ★★★

Remember the big beaver in the cave near the start of the level where Diddy got his first banana? Go there again, but only after Funky arms you with a long bamboo pole and some grapes. Use this blowpipe to unlock a cavern gate with, you guessed it, a grape on it. Then dive into a barrel and negotiate the Mad Maze Maul. Hit everyone.



2. FAIRY NUFF

DIFFICULTY ★★

Cranky has your hilariously entitled Orangstand potion. Get it, then return to the hub, and change back to Diddy. Open up a can of peanuts on the switch above the bamboo-barred cave entrance to the right of the way to Cranky's den. Next, handstand your way to a fairy and a banana once you've slammed the pillars and swatted some insects.



3. FOOLS KRUSH IN

DIFFICULTY ★★

Now fully stocked up on guns and potion-based narcotics, head into the tunnel maze that connects the main hub to Cranky's rainy domain. At the four-way crossroads, instead of heading right, go left, and you'll encounter a roaming Krusha. Yes, his shockwave is the same color as your bananas. Slap him silly, collect the blueprint, and visit Snide.



4. SLOPE SLIDIN'

DIFFICULTY ★★★

Notice the two steep slopes near to that recently slapped Krusha? One of them leads to a barrel. Orangstand your way up the slope, leap into the barrel and you'll encounter another wacky bonus game, this time without the lack of depth perception in the camera angles. It's called Speedy Swing Sortie. Climb a tree. Swing on consecutive vines. Grab banana.



5. KING OF SWINGERS

DIFFICULTY ★★

One more trip to Cranky's area, we promise.... Right, slam on that Lanky face-plate (the one with the ginger-haired ape and blue balloons), start your handstand lolloping, and zip on by to bananaport 4. This saves time, allowing you to jump in to the lake, swim right to the vine, climb it, leap the vines, and scamper to the banana alcove near the cannon.



1. ROCK AND ROLL

DIFFICULTY ★

Whenever you're ready, travel to Cranky for the Primate Punch and Hunky Chunky potions. Then collect your Pineapple launcher from Funky, unless you've made other arrangements on other levels. After all that, travel to the giant blue cross near the cave mouth leading to the beehive area. Pick up rock. Throw. Collect banana from rock remains. Rejoice.



2. X-RATED MONKEY

DIFFICULTY ★★★

Shoulder slam that blue cross three times in quick succession. Once destroyed, hop down into a fire-belching cave with a dragon statue in it. Careful on that narrow path, you lumbering ape. Note the two islands to the left and right of the dragon head. Aim a pineapple at the left dragon eye, swing over the descended vines, and grab that banana.



3. ISLAND KRUSH

DIFFICULTY ★★★

Now aim your fruit weaponry at the dragon's remaining right eye. This allows you to swing over to another blueprint-holding Krusha. Don't fancy being punched or shockwaved into the inky darkness just as you swing in? Then lower the vines and fire at the Krusha prior to your vining. Grab the blueprint and waddle up to Snide for another banana.



4. BURNING LOVE

DIFFICULTY ★★

Back in Tiny's area with the beehive, unleash your gigantic Hunky Chunky power up. Now larger, backflip up to the floating bonus barrel, and play a little Minecart Mayhem. This involves moving a minecart to avoid an explosive barrel and thus the aforementioned mayhem. Keep it slow and always change tracks before the barrel cart.



5. SIMIAN SPIRIT

DIFFICULTY ★★

Cast your monkey mind back to Donkey's rhino-influenced rampage. Did you smash the cave entrance with the rhino head on it? Good. Now enter it with Chunky. Lift up the rock to reveal the face tile, then slam on it. Run to bananaport 2, emerge in the hub, climb the vine, swing across, and head for the cave next to Snide's hut before the time runs out.



Angry Aztec

monkeys get their just deserts in this temple-ridden level

THINGS TO DO: SECOND POTION (ALL KONGS EXCEPT CHUNKY), INSTRUMENT FROM CANDY, TAKE CROWN, 500 REGULAR BANANAS, RESCUE TINY AND LANKY, PHOTO TWO FAIRIES.

Almost twice the size of the previous level, this zone is split into two massive sandswept arenas with a mass of interlocking tunnels linking them. Here you'll learn how to play an instrument and free two more of your monkey mates. To access the second boss, 120 regular bananas are required.

THOSE ANGRY AZTECS HAVE LEFT BEHIND HOT HORRORS TO TEST YOUR TEMPERAMENT.

A huge fire breathing dragon guards this lair full of hot surprises for our simian super heroes. Hot quicksands will burn monkey toes so stick to the stone paths, but you'll return from here hot and bothered.



ANGRY AZTEC FOR DONKEY KONG

Four tasks: grab Strong Kong potion, collect Bongo Blast, rescue Lanky, and free a llama.



ANGRY AZTEC FOR DIDDY KONG

Tiny needs your head for help in grabbing the Guitar Gazump and the Rocketbarrel Boost.

1. HAIRY KRUSHNA

DIFFICULTY ★★

Coconuts? Check. Coconut gun? Check. Strong Kong potion? Damn.... From the entrance tunnel, lumber past the gated chamber with the coconut switch and head into the first arena with Candy's music store. From there, head to the other tunnel, and make a right once inside for Cranky's house. Return and power through the quicksand to crush the Krusha.



2. DILLY-DALLY LLAMA

DIFFICULTY ★★

Take that blueprint piece to Snide (he's in the bigger arena at the other end of the tunnel you took to Cranky's house), then wind or banana-portal your way back to the first arena. Look for the large caged llama. Can't find it? Then contemplate returning this game and buying Pong. Baboon Blast up and air barrel through a DK star to unlock a banana.



3. LANKY'S LIBERATION

DIFFICULTY ★★★

Use coconut power to enter the Llama's inner sanctum. Did you remember to grab your bongos on the way in? Then play on the bongo pad, causing the llama to spit and reveal the location of Lanky. Free the caged Orangutan with a coconut and grab the banana Lanky forgot to pick up.



4. QUICKER SAND

DIFFICULTY ★★★

In the right passageway of the Llama hut, you should locate your faceplate. Slam down on it, and a large rocky door between teleporters 4 and 5 lifts up, exposing a passageway through deadly sand. Pulse with Strong Kong power, and dash through the tunnel of sand, pausing to leap into a barrel to play Stealth Snoop. Hey, is that Solid Snake?



5. NUTS AND BOLTING

DIFFICULTY ★

You can't grab this fruit until Diddy has fed a totem pole. Don't ask, just check in with his five banana plan. Once the five-door temple has a switch over each door, return and fire a coconut at the appropriate switch. There's a small maze to negotiate by turning left at the first junction and right at the second. Grab the banana and bolt for the exit.



1. APE ESCAPE

DIFFICULTY ★★★

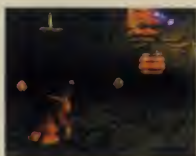
Time to break Tiny out of the clink. Return to the first arena, approach the domed temple, and flick the peanut switch on the left side. Climb the chimp tongues to the Guitar pad and wail. Dive into the water, following the trail of red bananas. Find the Guitar pad to clear the room, hit the switch and spell out KONG on the wall switches. Tiny busts out.



2. GOING, GOING

DIFFICULTY ★

The nearest raised platform, to the left of Snide's shack, holds a simple banana retrieval conundrum. Four gongs. A charging headbutt attack. What does it all mean? Well, if you're after a banana, it means a charging headbutt attack into the four gongs, one at a time (Z and B). Bong! A banana. Jetpack to claim it.



3. FLY THE HAIRY SKY

DIFFICULTY ★★★

Strap on your rocketbarrels, collect more gems, and thrust up to the golden sun atop the totem pole. Hover, thrust through the sun, and repeat until a vulture challenges you to follow him through hoops. Use your jets sparingly (hover using Z, thrust with A), and return to the sun to claim the banana.



4. KRUSH BANG POP

DIFFICULTY ★★★

Back in the first arena, there's a palm tree near to the domed temple. At the top is a jetpack barrel, allowing swift piloting to the temple top. Here, a lurking Krusha waits to powerslam you off the roof as you land, or laugh as you mistime your landing and slip off the temple entirely. Land just after a shockwave and cartwheel him. Visit Snide.



5. TOTEM IN THE HOLE

DIFFICULTY ★★★

Then find another rocket barrel, fly to the five-door temple and press on the Diddy face tile on the roof. A ravenous totem pole creaks into life and is only sated by four peanuts. Fire them from a palm tree at mouth level. Five switches appear on the temple doors. Enter Diddy's door, head right, then left at the second junction for more banana frivolity.





ANGRY AZTEC FOR TINY KONG

You may consider murder once you lose Tiny's beetle race 20 times. Remember to buy a sax.



ANGRY AZTEC FOR LANKY KONG

There's nothing as funny as an Orangutan on the trombone. Thankfully, this moment can be yours.



ANGRY AZTEC FOR CHUNKY KONG

So he plays the triangle, huh? Well, he balances this wimpiness with his new Primate Punch ability.

1. KRUSHED VELVET

DIFFICULTY ★

In between the sandswept arena with the temples and the other sandswept arena with the temples is a Krusha. He's in the tunnel area near Cranky's den, but in the main passage. He's got Snide's blueprint piece. Tiny don't like that. Hit him until he gives it you back.



2. CROCODILE ROCK

DIFFICULTY ★

That dome temple where Diddy went ballistic on the roof? Wander inside, find Tiny's barrel, turn "tiny" and dive into the water. Purple bananas lead the way through a small channel to a room of colored floor tiles. Take on the gators within by simple melee combat, collect some watermelon, and scoop up another banana.



3. LAVA LEAPING

DIFFICULTY ★★★★★

Round the back of the Llama temple, hit the switch, skip inside, head left until you spot either a fairy or a vase. Find one and you'll be really close to the other. Shrink, leap into the vase, and you'll end up in a room full of liquid hot magma. Dispatch the Krusha (he isn't your guy), hit the face tile, hop across the lava, repeat twice more, and stay off the hot bits.



4. BEETLE RACING

DIFFICULTY ★★★★★

Where Diddy banged a gong, there's a tiny barrel. Shrink, wail on the saxophone, and a parrot transports you to an infuriating race. Place first, with 50 coins. Alternatively, swear like a sailor as you slide off corners into nothingness, get bumped by your beetle foe and lose coins, or simply miss a coin-filled route. Attack the beetle first and keep calm to win.



5. TINY TEMPLE TROT

DIFFICULTY ★★★★★

Diddy's fed the totem? Cool. Go to the five-door temple and shoot your door. Once inside and you've feathered your switch, turn left, and at the second switch, check left for a fairy. Then head on through the main corridor, turn left, up some stairs, left again, and right to the banana. Grab it, and leave before you're carpet-bombed.



1. SNAKES' ALIVE

DIFFICULTY ★★★★★

Find the trombone music pad in the area where your spitting Llama resides. After a quick blast, two snake heads rise up from the water pool below. Handstand and run up the sides of the snakes, and then bound into the Bonus Barrel. Fire melons at turtle-spinning snakes to procure another banana.



2. HOT KRUSH

DIFFICULTY ★★★★★

That lava room that Tiny visited – you did step on the number 2 bananaporter? Do it if you didn't, then use Lanky to teleport there and face the now familiar Krush combat drudgery. They get harder to hit later in the game? No. Pepper him with grapes from a distance, or flail your arms. Watch the lava. Then teleport back, and visit Snide.



3. GETTING AHEAD

DIFFICULTY ★★★★★

Back in the main Llama temple chamber, locate the huge brown stone double doors. Shoot a grape at the top of the doors and watch them swing open. Slam the Lanky head tile, then watch with giddy wonder as a simple monkey head matching puzzle game is unveiled. Match ape heads and sounds, then secure a long yellow fruit preferred by chimps.



4. GIVING THE BIRD

DIFFICULTY ★★★★★

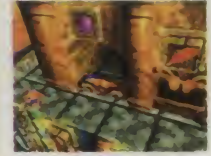
We're finished with that Llama for the moment. Let's instead turn our attention to the domed temple. Once inside, dive into the water and swim to the room with the stone column. A Lanky head tile is slammed, revealing a slowly shrinking moth-eaten eagle carrying a banana. Shoot it five times, aiming at where you think he'll fly to. Then take the dropped banana.



5. SWAT TEAM

DIFFICULTY ★★★★★

Diddy has revealed those switches? Once visible, apply a little blowpipe knowledge, crack open that door, and head right at the first turn, right at the second junction, then immediately right, and follow the corridor around to the bonus game, involving the swatting of a cackling fly. Freaky. Take the banana and leave. Quickly.



1. BOULDER DASH

DIFFICULTY ★★★★★

Waddle on down to the lab-coated Cranky, and chug down any and all potions he offers. Then, in the tunnel linking the second arena to the first, find a barrel with Chunky's head on it. Jump in to it, stomp in gigantic form to the massive boulder, pick it up, run to the table-like switch, and place (Z) the boulder down. A large cage ascends, freeing a fruit.



2. JAR-JAR BRINGS

DIFFICULTY ★★★★★

Way back at the beginning of the level lies the tunnel with two sand traps. With pineapples at the ready, head down there, unlock the door with tropical fruit, and pick up four jars. Place them on their appropriate tiles (they're marked with signs, you see). Annoying flies need airborne pineapples to disperse them, as that sand is dangerous.



3. TRY ANY ANGLE

DIFFICULTY ★★★★★

Visit Candy and resist her wooing. She's a monkey. Instead, purchase a triangle, head to the domed temple and once inside, head left. Throw oranges at barrel-dwelling Kremlings, then play your tune in the triangle pad down the dark alcove. Enter the room and defeat all the Klaptaps, even when the room turns.



4. TEMPLE TANTRUM

DIFFICULTY ★★★★★

Chunky's last two bananas lie in the five doored temple. Flick your pineapple switch (thanks, Diddy!), then enter a maze-like corridor, heading right at every junction. Finally, a bonus barrel awaits – Kremling Kosh time. Keep your gun restocked by firing at the center, and flick to an eight-way direction as soon as a Kremling appears.



5. SNAP, CRACKLE

DIFFICULTY ★★★★★

Get back in that temple, you crazy gorilla! This time, turn left at every junction and you'll meet your Krusha. Dispatch in the age-old fashion (jump shockwave, then punch in face), retrieve the blueprint piece, and visit Snide once more. Is that fifty bananas already? Great, only twenty more gaming hours to go!



Frantic Factory

an industrial maze of pipes and clockwork beasts

THINGS TO DO: 500 REGULAR BANANAS, ONE CROWN, TWO FAIRIES TO PHOTO, THIRD POTION (CRANKY, ALL KONGS), AMMO BELT (FUNKY, ALL KONGS), NINTENDO COIN (DONKEY).

Chunky is hidden away in a cage in this initially bewildering series of pipes and dark grey factory rooms. The only way to explore is to climb down the connecting poles. To find this level, climb up the K-Rool island until you reach the number 4 bananaporter. 200 regular bananas are needed to gain an audience with

INDUSTRIAL GRIME HOLDS THE KEY TO CHUNKY'S FREEDOM. USE PIPES TO YOUR ADVANTAGE.

the boss. Also, round about now might be a good time to visit the Fairy Island and start Tiny's photo collection of fairies, as well as securing the Nintendo coin by playing two games of the original DK arcade game.



FRANTIC FACTORY FOR DONKEY KONG

This jungle VIP needs cash to buy a Gorilla Grab. Factor that into your day at the factory.



FRANTIC FACTORY FOR DIDDY KONG

Even the most simian stars need their spring attack. Ask Cranky for it.

1. OLD SCHOOL KONG

DIFFICULTY ★★★

After some mammoth exploration of the building, head to the Production area and locate a storage room with a Donkey Kong face tile. This creates a lever next to an elderly *Donkey Kong* arcade machine. Pull the lever, and then complete four levels to secure a banana. Stock up on cash and play another bout for the Nintendo 64 coin. You need this to complete your monkey business.



2. MAKE IT COUNT

DIFFICULTY ★★

Where is that Research and Development room? In the maze of interlocking corridors, that's where. To the right of it is a tiled chamber. Slam on the Donkey Kong face tile, you'll have 60 seconds to count from one to 16. Think you can pull this feat of elementary mathematics off? Use your butt to change the numbers. Then? Banana!



3. PULLING POWER

DIFFICULTY ★★

Drop down the chute from the R&D area and a new task awaits you – starting the Production room's box-throwing machine. The difficulty rating is actually in finding the level, rather than pulling it. Shoot the coconut switch in the corner and enter the Voltage building. Pull on that lever, and production starts. A banana is deposited near you for your troubles.



4. MONKEY WRENCH

DIFFICULTY ★★

In the Production room, just in front of bananaporter number 4, your new power surge opens a new door. This leads to the fabled "machine with no feasible function." Apart from crushing you, obviously. Avoid this by leaping into a barrel, turning "strong," and running down the two conveyor belts. A golden banana awaits your furry clutches.



5. HIGH THERE KRUSH

DIFFICULTY ★★★

Welcome to the most difficult Krusha combat in the game. High atop the Production room sits a Krusha on a metal box. Clamber up the central area, remembering to stand on the bananaporter. Judge the conveyor belt's angles, wait for the shockwave, and then jump in for an attack. You'll be pleased to note that the camera steadfastly refuses to help you at any point. Then go to Snide.



1. PRET-A-TELEPORTER

DIFFICULTY ★★★

Time for that damn vertigo to kick in. In the Production room, slam down on Diddy's ground level face tile, and watch the cinema carefully. Then enter bananaporter number 4, and engage. Now almost near the top of the room, learn the moving platforms' patterns, wipe the sweat from your controller, and scale them. Simian Spring to avoid an embarrassing fall just prior to banana bliss.



2. BLOCKY GRAPHICS

DIFFICULTY ★★★

Find the Testing area, it has a building block motif, a Krusha, and Dicemen wandering around. None of them are needlessly offensive comedians, however. Find that round spring pad with Diddy's head on it, and Simian Spring (2) up the blocks to the barrel at the very top. Time for Peril Path Panic, then the banana.



3. RUST WITH CITRUS

DIFFICULTY ★★★

The R&D room is your next location. Play a lick of guitar magic on your appropriate tile, and a glass barrier is removed, allowing passage into a square room overflowing with metal alligators of the wind-up kind. Delve into your orange collection and destroy them with the other fruit. During this, another "tricky puzzle if you're retarded" – hit numbers in a door opening sequence.



4. VINING AND DINING

DIFFICULTY ★★★

While still enjoying the Martha Stewart gray metal and rust of the R&D room, head off down the tunnel to the right of Diddy's music pad, bound down the hole, and you'll return to where Donkey procured his third banana. Use Diddy's tile to lower some vines, and carefully swing across a bonus battle with beavers. Fall or miss the vine, and it's a tedious trawl back here. So don't.



5. FLUSH THE KRUSH

DIFFICULTY ★

On the ground level of the Production room is a Krusha with a red top-knot. This is another way to check the Kong-Krusha association, just for the slower gamers who need further clarification. Beat him down with a cart-wheel and visit Snide. Or you could simply collect all the blueprints and make one visit. Then, you can sit through the "comedy" banana retrieval cinema five times.





FRANTIC FACTORY FOR TINY KONG

Tiny's got her game on – darts, racing, and ponytail spinning, all in one level.



FRANTIC FACTORY FOR LANKY KONG

Once freed from captivity, locate Cranky for a pump-up.



FRANTIC FACTORY FOR CHUNKY KONG

If fully stocked from the previous worlds, Chunky only needs the useful Primate Punch.

1. EXORCIST EXERCISE

DIFFICULTY ★

The wizened old coot with an attitude problem (that's Cranky) needs to be visited. After a monetary transaction beneficial to both parties, Tiny's head can be rotated – Exorcist style – but with floating capabilities enabled rather than a possession by Beelzebub. Now check the storage room for a Krusha. Yes, the one with the purple hair and shockwave. Snide needs that blueprint.



2. DUCT AND WEAVE

DIFFICULTY ★★

We found it annoying that we couldn't remember how to retrace our steps to the Donkey Kong coin op, and so will you. But when you arrive, turn miniature and run through an air duct – the ticky-tock music will calm your savage thoughts about monkey dismemberment. A big banana appears once through the duct. Our pro-tip? Take it.



3. SHOT IN THE DART

DIFFICULTY ★★★

In the UK, the prerequisite for playing darts is a weight approaching that of a baby elephant, interesting skin disorders, and the ability to swear incomprehensibly in a Scottish accent. In *Donkey Kong 64*, Rare opens up the game to small, pony-tailed chimps as well. In the Testing room, shrink and go through the hole in the wall. Open the board with your face tile. The game is self-explanatory.



4. FORMULA KONG

DIFFICULTY ★★★★★

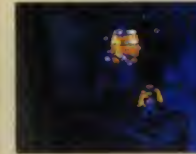
Return to the R&D department with thoughts of car racing on your mind. Near bananaport 2, shrink down at the end of the tunnel and enter the race. To win, grab 10 coins and place first. Place second and you won't win. That's how competitions work in the DK world. Use the DK stars and ability to turn both left and right to your advantage. The winner's trophy is banana-shaped.



5. HELI ON EARTH

DIFFICULTY ★★★★★

The dreaded Production room climb – severely truncated if you teleport halfway up. Then curse the camera one more time as you clamber your way further upwards until the banana is spotted – nestled in a small blue metal alcove. Step to the end of the platform and Pony Tail Twirl at the zenith of your first jump or you'll miss the platform you're leaping to.



1. CHUNKS AWAY

DIFFICULTY ★

Shamble your way to the Storage room, or bananaport from the number 1, and use prehensile handstanding to scale a metal pipe. At the top is a face tile with Lanky's mug on it. Once slammed, Chunky becomes available, while Lanky grabs the banana Chunky was sitting on.



2. VASTLY INFLATED

DIFFICULTY ★★★★★

Lanky's dealer has concocted a potion allowing balloon-like abilities at Lanky's round face tiles. Visit Cranky, drink up, and go to the Testing area. On the opposite wall to where Tiny played darts, bound up the steps. Inflate, and as you rise, head to the corner of the room, missing the cross beams. Inflate again if you miss the bonus barrel. Batty Barrel Bandit is your bonus game.



3. SIMIAN SAYS

DIFFICULTY ★★

To the left of the entrance to the R&D chamber is a tunnel. Waddle your ginger frame down there and stand on the trombone tile to play Lanky's instrument. Inside this newly opened chamber is a color-coded (and face tile-activated) mini piano. Belch your way to musical stardom by remembering simple color combinations and repeating them on the piano.



4. KRUSHA GRAPE

DIFFICULTY ★

Still recovering from the cacophony of wind, take your chances with a blue-haired Krusha. The recommended takedown method involves hitting him until he falls over. Jump the shockwaves, or pound him with grapes from a distance. One more blueprint piece for the weasel.



5. PREHENSILE STYLE

DIFFICULTY ★★

Back in the Production room, avoid the spitting boxes on your way to Lanky's face tile. After striking it, bananaport 4, and warp up to the halfway part of this giant machine. The large pipe that arches over ends at the banana. After a spot of handy work, Lanky can scamper up the pipe, handstand style, and grab the banana.



1. ONE TOUGH APE

DIFFICULTY ★★

Cranky holds the key to your untapped strength. Return from his hut with Primate Punch power, then jog past the room you were freed from. Punch the gate through, enter the dark chamber, and pound at the box with the "P" on it. Then slam the Chunky tile, Primate Punch the wall switch and swing over the vines for a surprise – if you're not expecting a gold banana.



2. GORILLA GATING

DIFFICULTY ★★

Adjacent to the room with Donkey Kong's arcade machine is an iron gate. Punch it out and canter over to a bonus barrel. After a minute-long dash to find six coins in a maze, a long thin golden fruit is freed. Don't eat it, just add it to your collection.



3. KRUSHA-SLAM

DIFFICULTY ★

The crocodile with the leather jacket and shades, making all that noise? He needs to take a dirt nap. He's located in the Testing room near those Dicemen. Avoid the green shockwaves and pick up the blueprint. Bring it over to the boy Snide, if you know what's good for youse.



4. TALL TOY STORY

DIFFICULTY ★★★★★

When toys go bad, they're locked in a chest with a gold banana. In the R&D room, climb the ladder and tinkle on your triangle tile. Inside the massive arena, a number of block-based toys need taking down. When the large toy challenges you, leap into the barrel and keep Primate Punching until the toy falls.



5. NUMBER'S UP

DIFFICULTY ★★★★★

One final trip to the Production room and we need never talk of the Frantic Factory again. Slam down on the Chunky tile, and before the time runs out, scale the sides of the room to the banana in the center of the rotating platforms. With all this time, and a number 4 bananaport to rely on, you can miss your jump onto the rotating platforms (and you will) and still make it.



Gloomy Galleon

rotting ships, swimming, and a Sinclair Spectrum game

THINGS TO DO: 500 REGULAR BANANAS, ONE RAREWARE COIN (COLLECT 15 BANANA MEDALS), COLLECT CROWN, PHOTO TWO FAIRIES, UPGRADE INSTRUMENT (CANDY).

The first real level where all the Kongs can act as a team. Lanky needs to change to a swordfish to open a treasure trove while Chunky helps Tiny out with her Krusha. Timed swimming is a tricky business, even with an infinite lung capacity. Remember to adjust the water level under the lighthouse and collect 250 ba-

TIMING IS THE KEY, AS THE GLOOMY GALLEON ONLY GIVES UP IT'S SECRETS TO RAPID RUNNERS.

nanas if you're after a boss meeting. Also present (if you've collected enough regular bananas) is the opportunity to play *Jet-Pac* from back when Rare went under the name Ultimate Play The Game.



GLOOMY GALLEON FOR DONKEY KONG

Only a Candy upgrade awaits the apes. Meanwhile, Donkey learns to race a powerboat.



GLOOMY GALLEON FOR DIDDY KONG

Tiny is the key to unlocking a golden opportunity for the other Kongs.

1. MAKING LIGHT

DIFFICULTY ★★★

Once you've found your way around the level, head to the Lighthouse lake (open the door with a good rapid-fire coconut), and swim to the island in the middle. At the base of the lighthouse is a Donkey Kong face tile. Hit it, head into the lighthouse, and leap up the moving platforms. Take your time, Mario had problems with this type of puzzle in his game. Pull the lever at the top.



2. BREAK THE SEAL

DIFFICULTY ★★

While you're taking in the view from the Lighthouse lake, you might as well activate the other Donkey Kong face tile (the round one) at the other side of the Lighthouse. Another sky-barrel firing occurs. Always aim where the crosshairs hit the object you're about to propel to. Through the DK star, you'll free a seal. Go to the Shipwreck and head straight for the banana.



3. SHIP SLIDING AWAY

DIFFICULTY ★★★

As you pick up your previous golden banana, the seal pipes up and offers another race challenge. Once at the helm of a speedboat, spend your first lap collecting over 10 coins, then try chasing down the seal in the second lap. Miss four markers without penalty, and choose the ones that will save you the most time so you can cut corners. The trophy is styled after a long yellow fruit.



4. BONGO A-GO-GO

DIFFICULTY ★★★

Once the seal has given up his bananas, head over to the right-hand fork of the shipwreck area (turn left if you're leaving the seal). Visit Funky for a weapon fill, then play the bongos if the water level is lowered (ideally after you freed the seal). Bash your drums, go in the shipwreck in the middle part of this area, and enter the bonus barrel inside the ship.



5. GOLD KRUSH

DIFFICULTY ★★

Diddy Kong time. Make sure this monkey has opened up the treasure trove room and activated the other number 4 bananaporter. Then warp in from a raft in the Shipwreck lake to a stack of coins and locate the Krusha. Again, a leaping attack and avoidance of his shockwave lessens the chance of an embarrassing fall of the retracing of steps. Snide's in the Lighthouse area.



1. KRUSH BANDICOOT

DIFFICULTY ★

Actually not a bandicoot, but a styling and profiling crocodile. To reach Diddy's Krusha, enter the Lighthouse lake, lower the water by hitting the huge switch under the lighthouse, and then swim to the opposite side of the lake from the entrance and head right. Attack him and swim to the opposite bank to Snide's hideout.



2. SHIPS AHOY

DIFFICULTY ★★

There's a floating, yet gloomy, galleon circling the lighthouse. It needs to be infiltrated by airborne shock troops — or in this case, a chimp with two barrels strapped to his back. The jet barrel power-up barrel is near ground level on the lighthouse. Once on board, slam on the Diddy head and levitate to the lighthouse top for the golden banana.



3. HEART ATTACK

DIFFICULTY ★★★

Just as the banana atop the lighthouse is located, you'll notice a guitar tile under it. Land, play your riff, and wait for the mechanical fish to swim. Race back to the other lagoon and dive into the mouth of the fish. Once inside, kill the bee, stand on the left platform, and fire peanuts at the "vent-ricles" behind the fan until they turn yellow, white, and then explode. Salvage a banana.



4. COINING IT IN

DIFFICULTY ★★★

Lower the water level. Now head to the other lake and that cactus holding your musical inspiration. Play your guitar, dive into the water, and head for the sunken ship. Locate the bonus barrel and play an infuriating game of Splish Splash Salvage. Your camera view here may start conniptions, but persevere (mainly by blind luck in your swimming) and grab a vine for the final coin.



5. TROVE RETRIEVED

DIFFICULTY ★★★

Lanky needs the skills he developed in his years working with Clint Eastwood to open this section, but once he has, raise the water, enter the Treasure room, and head for the gold coins on the right. Simian Spring your way up the coins (watch for the Krusha), and once at the top, play a little Stealthy Snoop before returning to nab the revealed banana.





GLOOMY GALLEON FOR TINY KONG

Tiny needs to shrink and use an eagle-eye to spot her level entrances. Be watchful.



GLOOMY GALLEON FOR LANKY KONG

Lanky's animal instinct is further revealed as he takes to the water in a swordfish guise.



GLOOMY GALLEON FOR CHUNKY KONG

The last chance to obtain an all-Kong music upgrade. Watch out! Chunky has no sea legs!

1. THE BLUE LAGOON

DIFFICULTY ★★

From the main hallway linking the Lighthouse lake to the Shipwreck lake, locate the Tiny face tile and stamp on it. Head to the shipwreck area, dive into the water, and swim for the open deck door within the allotted time. Once inside, locate the bonus barrel in the flooded boat, then aim at Kremplings for another banana.



2. WALK THE PLANK

DIFFICULTY ★★★

In the Cannon room (from the level entrance, go straight ahead), step into the cannon, fire yourself up to the decaying ship, and swing along the vines. Next, gingerly make your way along the planks and face the Krusha. Leap in and slap, or lie back and feather him. Then trot over to Snide.



3. SAX ON THE BEACH

DIFFICULTY ★★

Again with the giant cactus. The water level doesn't need shifting, but your stumpy hairy legs do, as the shipwreck only opens its doors for a short amount of time. In the claustrophobic interior, avoid the starfish and locate the banana barrel. There's a fairy hiding in the deep recesses of this ship, too.



4. BUGGED OUT

DIFFICULTY ★★★

Still in the Shipwreck lake, almost directly underneath Funky's house and really near the sea cactus, is a piece of machinery joined to the bottom of the lagoon. This outflow pipe can be entered when you locate the entrance and the Tiny barrel to shrink down. Once inside, head for the bonus barrel and squish some bugs if you can bear the sound of demonic fly laughter.



5. DIVING FOR PEARLS

DIFFICULTY ★★★

Once the Treasure room is able to be entered, visit the area underneath the lighthouse on the sea floor, locate the shells in the area with all the chests, and shrink down. A mermaid isn't too thrilled that her pearls have disappeared. Visit the treasure room, shrink again, and enter the treasure chest through the keyhole. Swim into each clam. Watch their lids and return the five pearls.



1. CANNON DO

DIFFICULTY ★★

Another Krusha, another banana, and another simple golden banana to retrieve. Let's make sure you can actually gain an audience with him first. Raise the water in the Lighthouse lake. Turn into Chunky. From the start of the level, make the first right and open the grating with pineapples. Change to Lanky, swim to the cannon area, and elongate your arms at him, Dhal-sim style.



2. FIN-ISH HIM!

DIFFICULTY ★★★

While still galavanting around the entrance area, dive onto your face tile and unlock a grating in the Shipwreck lake. Swim for the ship grating (located on the far side). Once inside, change into your swordfish alter ego and pound on those treasure chests before heading through a boarded up port-hole for the banana.



3. TROMBONE TIME

DIFFICULTY ★★

As you emerge from the shipwreck, head on over to the cactus and play your trombone. Again the other part of the shipwreck opens, and again you must enter one of the side doors. Once inside, a murky bedroom holds a banana on a four-post bed. Time your entry and wait for the search-light to catch up with you.



4. RAMMING SPEED

DIFFICULTY ★★

Although initially confusing and difficult to find, once you've located the other box that turns Lanky into a swordfish (in the Lighthouse lake under the lighthouse), the next banana grabbing becomes rather fun, resulting in scenic destruction of treasure chests along the lagoon floor. One of them has a banana of the golden variety.



5. STAR PERFORMER

DIFFICULTY ★★★

The key to Kong success in this zone relies on Lanky's fish-based skills. Raise the water level, head on down to the Shipwreck lake, and locate the swordfish box deep underwater. Leap through the DK star three times (achieved with a good acceleration beforehand), then enter the Treasure room. Find the pile of cash and balloon your way to the top for a bonus game and banana.



1. FISTS OF FURRY

DIFFICULTY ★

The cannon room, where Tiny grabbed her Krusha, is where a simple mission to grab a golden banana awaits. Fortunately, you are a simple monkey with far too tight-fitting clothing, so this task is perfect for you. Go inside the busted ship, watching out for the Kremplings in the barrel, and bust open all the treasure chests, Primate Punch style. A banana and a fairy both appear.



2. PLAY AWAY

DIFFICULTY ★★★

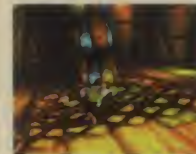
Yes, Chunky opens a door to the same shipwreck as his ape chums with music, but no cacti are involved. Instead, return to where Diddy faced off with his Krusha and play the tune on your face pad there. Now race back to the Shipwreck lake, enter the ship through the top, locate the bonus barrel, and brush up on your gambling skills by simple banana memorization.



3. BLOWING CHUNKYS

DIFFICULTY ★★★

Leap onto the pirate ship by jumping from the lighthouse island then backing in mid air for momentum, then land and locate your face tile. Slam it, predict where your ass will land, and run jump over the cannons until you locate a power of barrels. Primate Punch your face on each. Then try not to vomit on the way out, or simply save and quit the level, then go back for banana 4.



4. CANNON CANT

DIFFICULTY ★★★★★

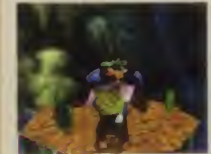
Infuriating cameras and terrible depth-perception await gorillas with patience at the doorway just to the right of the level entrance. Firstly, rid yourself of the Krusha, pick up the cannonball, place it in the cannon, and shoot the three targets before the time runs out. Repeat until banana-induced insanity sets in. As usual, aim at where you think the ball will hit, and account for the ball's weight.



5. CACTUS KRUSH

DIFFICULTY ★★

What was once an interesting diversion has taken a turn for the tedious. Locate Krusha, beat him, and hand in your blueprint piece. This Krusha has decided to aimlessly wander the top of the music cactus. Lie in wait on a lower platform, and after a shock-wave, leap up and punch him out. Take one or all your blueprint pieces to Snide.



Fungi Forest

there's a mush-room to explore this spore-ridden wood

THINGS TO DO: 500 REGULAR BANANAS, ONE CROWN TO TAKE, SUPER SIMIAN SLAM (CRANKY, ALL KONGS), HOMING AMMO (FUNKY, ALL KONGS), TWO FAIRIES TO PHOTO.

Five interlocking areas of lush grass, and doors that can only be unlocked either during the day or at night. The giant clock is the place to change day into night, and the amount of to-ing and fro-ing you have to achieve has been known to cause murderous thoughts in some gamers. Once you've collected every fruit and



PLANT YOURSELF DOWN AND PREPARE FOR MORE WOODLAND WANDERING IN THE DAY AND NIGHT.

crown you need, face the boss with 300 regular bananas. Also be wary of the final boss, as he's one of the most tricky in the game. Remember to Primate Punch him during the last part of the battle.



FUNGI FOREST FOR DONKEY KONG

Bigger, stronger, and hairier. Buy the Super Simian Slam as soon as you can!



FUNGI FOREST FOR DIDDY KONG

Homing ammo for all the Kongs can be collected by Diddy... and watch your step in the dark!

1. FUN WITH FUNGI

DIFFICULTY ★

Locate the Giant Mushroom, and enter it. Through some spooky future technology possibly involving Doctor Who, the interior of the mushroom is much bigger than it looks from the outside. Primate brains need not worry about such matters. Simply shoot, with every Kong, the fungi holding all the switches. Now Donkey finds his face tile and cannons to a banana at the top.



2. BARREL OF LAUGHS

DIFFICULTY ★★

While enjoying the greenery inside the gigantic spore, work your way up the ladder and to the first floor. Outside on the deck is a round tile, leading to a blasting good time involving shooting an ape from one barrel to another. After a Peril Path Panic, swipe that banana.



3. SAW THAT COMING

DIFFICULTY ★★

Next, attempt to infiltrate the Water Mill. You'll need it to be daylight. Enter the Mill, providing you've gulped down Cranky's latest liquid, and locate the four levers. What's the order to pull them in? Try 2, 1, 1, 3, and then 2. This releases a banana which floats into a cage outside the Mill. Trek to the Tree Clock, change day to night at the clock face (climb the pendulum), and return for the fruit.



4. THORNY PROBLEM

DIFFICULTY ★★ ★

With the moon out and the wolves a-howling in Dolby Surround, make your way to the Thorn Farm in the same area as the Water Mill. Don't scrape against the thorn hedge as you head left. Activate your Strong Kong ability, return to hit your face tile, and trundle through the open doors. Slam the "?" box, climb the ladder, and head across the loft for a bonus bout of Minecart Mayhem.



5. HEDGE YOUR BETS

DIFFICULTY ★

That area behind the Thorn Farm near the Strong Kong barrel – there was a Krusha lurking around there, yes? Hit him until he yields you your blueprint. Alternatively, waste some gems and pounce on him as a Strong Kong. Then change night to day before you cash in your blueprint to Snide. His hut is just to the left of the entrance tunnel (right as you enter from the tunnel).



1. SUPER FLY GUY

DIFFICULTY ★★

Once you've switched to the ape equivalent of Scrappy-Doo, locate the Giant Mushroom and find the Rocketbarrel Blast barrel. Jet right up to the top of the toadstool, and land. Leap up into the bonus barrel, and sit through a game of Teetering Turtle Trouble. Feed snakes as soon as the turtles shout for help. Even lobotomized gamers should have little trouble.



2. A VINE, VINE DAY

DIFFICULTY ★★

Halfway up the inside of the Giant Mushroom lies a stomping Krusha walking about the vines. Climb the inside of the mushroom (no cannons, please) until you reach the expansive platform and watch your step as you're attacking. One mistimed cartwheel or ground pound and you could fly off the vines. That's generally a bad plan. Return the blueprint to Snide's hut.



3. PLANKLY MY DEAR...

DIFFICULTY ★★ ★

You know where the Thorn Farm is, in the area with the Water Mill? Well, don't go there. Instead, make your way to the opposite wall, and to another barn. At night. On the right of the building, hop up the boxes and Simian Spring into the hole. Now in the attic, work your way along the planks. Follow the path to the banana, and don't forget the fairy photography.



4. BUTT OUT

DIFFICULTY ★★

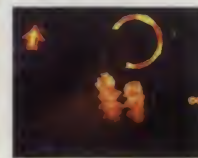
While we're mooching around the Water Mill at night, we might as well head on over there right now. Climb that rope at the back of the mill, and slam down on the tile at the top. Once inside the grated area, set your peanuts to "stun" and fire one at the "start" switch (look skyward, you'll see it). Then charge the "up" button. A cage descends and a music pad appears. Jam on the pad.



5. OWL BE BACK

DIFFICULTY ★★ ★ ★

Find the area with the Giant Tree (take the other route from the Giant Mushroom), and once night falls, play your funky music on a nearby pad. An owl appears, challenging you to follow him. Dive into the barrel and jet after the owl, but don't get three rings behind or land your jetpack or you'll lose. Stock up on gems prior to the race and grab the banana atop the tree after you finish.





FUNGI FOREST FOR TINY KONG

Tiny faces her own arachnid terror, so stock up on feathers as soon as possible.



FUNGI FOREST FOR LANKY KONG

Orangsprint needs to be gulped down to win the race. Return here to claim victory.



FUNGI FOREST FOR CHUNKY KONG

Lifting, swinging, and a maddening mine cart race await this Kong.

1. SHROOM VROOM

DIFFICULTY ★★★★★

As is the norm for most gorillas, your first port of call is a Giant Mushroom. Find your ground-level face tile inside and slam on it. As the time ticks down, clamber up the inside of the mushroom. Keep heading up and Ponytail Jump with dexterity as you reach the large gaps. Enter the bonus barrel, play some Speedy Swing Sortie, and emerge clutching your fruit of choice.



2. FRUIT OF THE LOON

DIFFICULTY ★★☆☆☆

Time to go Krusha crazy once more. Find this heavyweight croc by climbing up the inside of the Giant Mushroom... again. Reach the area where there are no gaps in the grassy floor and leave out of the door. Head left to a wooden floored arena where a Krusha provides exactly the same style of combat you've learned to avoid with your eyes closed.



3. SEEDS OF EVIL

DIFFICULTY ★★☆☆☆

Who can forget the great time you land hovering after an owl's ass? Return to the Giant Tree and head to the stump. Shrink down and play your sax, then wait for the parrot to drop you at the top of the stump. Drop in the hole and demolish the Klaptrap attack with oranges. Then pick up the banana and run into the giant seed. Then cannon your way outta there.



4. MR. BEAN

DIFFICULTY ★☆☆☆☆

This may be a little taxing for some gamers, as it involves dropping a seed into the ground and playing the saxophone. From the clock area, head to the Tomato Clearing and plant the seed in the spiral. A huge beanstalk grows. Call on your parrot friend after shrinking and standing on the music pad, then take the banana atop the stalk.



5. SPIDERS LIKE US

DIFFICULTY ★★★★★

Tiny's boss is accessible after Chunky takes out the "Z". Return to the to the Water Mill after dusk and bound up the crates to a moon doorway. In here is a large spider and many smaller arachnids. Attack the small ground spiders first, and after you clear the area, the giant spider opens its eye. Hit it with feathers, repeat the process five times until it falls, and finish it. Avoid goo.



1. BLUEPRINT BATTLE

DIFFICULTY ★☆☆☆☆

Night or day, it doesn't matter, as long as you're heading to the Giant Tree with one thought on your mind — hand-to-hand combat with a bipedal crocodile wearing shades. This particular Krusha is in the grounds near to the tree and must be dispatched before yet another blueprint piece is offered Snide's way.



2. AIN'T MUSH ROOM

DIFFICULTY ★★★★★

Return to Giant Mushroom central. Make your way right to the top, by cannon unless you're masochistic. Then handstand your way to the top of the spotted mushroom and slam your face tile. This opens two doors. Head immediately right (check the position of Lanky's head on the tile, and head at a right angle to that), run inside the door before it shuts, and bounce on the mushroom inside.



3. MAGIC MUSHROOM

DIFFICULTY ★★☆☆☆

While you're on the top of the gigantic fungus, slam on the face tile again, only this time head left to the other door. If the room you enter doesn't have five differently colored toadstools, you've reentered the chamber you stole the previous banana from. Solve the puzzle (associated Ape color equals order to stomp on), by hitting Yellow, Red, Purple, Green, Blue. Finish the bonus game.



4. GOING BATTY

DIFFICULTY ★★★★★

Back at the massive Cuckoo Clock, take a time out. The rest of the day in fact. Once night descends, return to the Water Mill and climb the rope. Having trouble grabbing the rope? Crouch jump (Z + A) and hang on before you start to climb. The roof hole is open, allowing you to descend into a dark room. Slam the face tile and battle some bats, first-person style.



5. HARE-RACING

DIFFICULTY ★★★★★

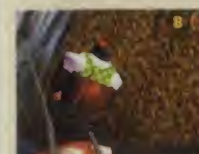
Tired of needlessly traipsing from one level to the next, only to retrace your steps? Then here's the bad news. Return for this banana after you've seen Cranky in the Crystal Caves. Return, challenge the rabbit to a race, and after you beat him, wander around the course and learn it. Then stock up on 14 or more gems, and challenge him again. Leap into the Orangsprint barrel and win.



1. CARTING DISASTER

DIFFICULTY ★★★★★

Check the rest of the forest glade where the Giant Cuckoo Clock is located. You'll spot a well in one area. Now slam the grating and drop down, uncovering a difficult mine race. Collect 50 coins and avoid falling columns, Kremlings, and other hazards by learning the coin locations and slowing your cart down, as there's no bonus for finishing fast.



2. GETTING AHEAD

DIFFICULTY ★★☆☆☆

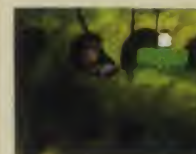
Back and forward to the Giant Mushroom makes the game last twice as long, thus theoretically doubling your fun, but more likely halving your patience. At the top, run around the ledge and locate your head tile. Hit it, enter the small green room with the giant nine-picture puzzle, and arrange Chunky's head. Watch for the top left and right pieces, as they may look correct, but aren't.



3. FUNGI FU FIGHTING

DIFFICULTY ★★☆☆☆

That Giant Mushroom again? You'd better believe it! Enter at night, climb all the way up to the vines in a really convoluted manner, watching for gaps in the grass you can't see due to the continuing love-hate affair you're having with the camera work. Through the open door is a wooden arena. Kill the Krusha and visit Snide.



4. KEGS-ISTENTIALISM

DIFFICULTY ★★☆☆☆

With the bright sun burning a hole in your monkey retina, skip to the Water Mill and Pirmate Punch the large double doors. Once inside, shoulder slam both "Z" boxes (one is for Tiny), and take your triangle out. A tinkle starts the crushing machine. Go to the mill's entrance and place silver kegs on the conveyor belt. After three explosions, a banana appears. What, you were expecting an apple?



5. PLAYING KETCHUP

DIFFICULTY ★★☆☆☆

It is a period of civil war. Mr. Worm has been on a slash and burn harvesting spree, and has angered a tribe of killer tomatoes. Bulk Chunky up to King Kong size and Pirmate Punch the tomatoes into sauce. Then pick up Mr. Worm and move him down the tunnel to the Clock Tree area and place him down on the place he's already picked out. Return for the banana.



Crystal Caves

a chill is in the air, and a rock shower is in the sky

THINGS TO DO: MELON LIFE UPGRADE (CANDY, ALL KONGS), AMMO BELT (FUNKY, ALL KONGS), KILL GIANT CLUBBING EARTHQUAKER (OPTIONAL, TINY), CROWN, 500 BANANAS.

Actually finding this level and moving to the entrance chamber is fun in itself. Use Tiny and teleport to outside the Angry Aztec entrance, then continue around past the two rocks, and leap before twirling onto the ledge. Inside the level, beware of falling rocks – look for the shadows and move out of the way. Another

BLUES AND GRAYS CAN CONFUSE, BUT USE THE LANKY FELLOW AND QUICKEN THE PACE UP.

er confusing level, beware of gaps in the pathways. Once you've collected 350 regular bananas (from this or previous levels), leave and face the boss.



Dexterity in a moving maze, more health melons, and many more bullets await.



Collect Candy's melons and arm up from Funky. Then unlock the igloo.

1. KILLAH BEES

DIFFICULTY ★

Once you've acclimated yourself to the level and found the two bananaporters that link you from the entrance area to the cavern containing the huts, warp and walk to the hut with the music pad outside. Bongo blast your way in, then prepare for a bee attack. Visor down, switch coconut to rapid fire, and pepper the bees with nuts. Then appears a banana.



2. ROOM TO SPEW

DIFFICULTY ★★

Across the way is Donkey's second snowy hut. Bring your bongos and bash them. Once safely inside the hut, a three-way rotating room offers a trio of four squares which must be paired off, ape with ape, in the allotted time. Bound on each to activate it.



3. CLIFF KRUSHA

DIFFICULTY ★★★

Brave the weather and falling rocks to the area where Chunky has to move a boulder, just to the left of the castle in the center of the main hub area. Run across the plank and take down the Krusha from a distance. Mis-time your attack, and you may be knocked off the cliff ledge, and it's a long and tedious road back here. Then hop down to Snide once Chunky clears the way.



4. BARRELS OF FUN

DIFFICULTY ★★★★

From the entrance, move right and leap across the river, then head around the frozen waterfall en route to Cranky's den. On a rocky outcrop is a round face tile, and once bounced upon, another of those sharpshooting bonus barrel levels occurs. These barrels shift left and right with speed, so line up the sight with fruit or other barrels you can see, and take your time.



5. IGLOOSER

DIFFICULTY ★★★★★

In the side chamber to the main hub lies an igloo that's closed off to normal Kongs. Once Diddy has jetted through a DK Star to open the igloo up, slam on your face tile. Here, you'll have to run in a 180 degree clockwise circle, avoiding the walls. Easy? Yes, until the maze rotates, and every time you scrape the side, a melon is removed. Only run forward when it rotates forward.



1. PEANUT GALLERY

DIFFICULTY ★★★★★

The hardest banana in the game to win? Oh yes. Prepare for annoying combat in enclosed spaces with wonky cameras. Where Donkey entered his huts, look for the huge wooden hut and bound up to floor two. Wail on the guitar, then run to the jetpack barrel. Fly, hover, and shoot the Kremplings. Then coax the four barreled beasts into a corner, land and arrange them, then the soldiers.



2. SHED SOME LIGHT

DIFFICULTY ★★

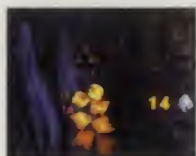
After you've quietly wept at the difficulty of the previous banana, head up another floor in the hut and play your guitar again. Once inside, a number of enemies need that special cartwheel to the head. Use a pad to spring into a jetpack barrel, then fly around the room, lighting the three candles with your exhaust flames. Out pops a banana.



3. JET STREAM

DIFFICULTY ★★★

Make your way to the funkster with the killing ordinance, and near his hut, leap into a floating barrel suspended semi-near a waterfall. Once airborne, head to the bonus barrel in the waterfall (halfway up), enter it to play a spot of Mad Maze Maul, and collect the banana. Subtle maneuvering is needed to enter the barrel.



4. BACKTRACKING

DIFFICULTY ★★

Refer to Tiny's third attempt at banana stealing on this level before you attempt to go one-on-one with this Krusha, as you can't reach him otherwise. Once Tiny steps on teleport 4, turn into Diddy, transport into the blocked off cave and fight the green guy with the shades. Then to Snide's.



5. IGLOO ENTRY

DIFFICULTY ★★

Find the Rocketbarrel Boost near to Cranky's abode and jet on over to the Kong Igloo through the tall icy tunnel next to it. Look for the large semi-spherical building made of ice with a Krusha on top. Ignore him, just jet through the DK Star. Then land by the igloo, slam on your faceplate, and once inside, remove the barrels off the number tiles in order, lowest to highest. Then take your prize.





CRYSTAL CAVES FOR TINY KONG

Help Diddy reach his Krusha and stop those earthquakes!



CRYSTAL CAVES FOR LANKY KONG

The turtle returns to race! Use Cranky's potion to help you.



CRYSTAL CAVES FOR CHUNKY KONG

Learn to turn invisible, and move rocks to allow Tiny to take out the earthquake maker.

1. CROC'S AWAY

DIFFICULTY ★★

Before you leap down to the large hut in the area where Donkey grabbed his first two fruit, there's a central column with a wandering Krusha on the top. He needs to have the blueprint piece extracted from him by any means necessary. We recommend you don't fall off the column when attacking him. To Snide, and wait impatiently for the banana to appear.



2. CABIN FEVER

DIFFICULTY ★★★

In the door next to the one where you lost your sanity in the large hut, encased in the wall is another music pad. This one is Tiny's. Blow your sax, enter the hut, and locate all the Klaptraps. Oranges are not the only fruit, but they're damn helpful in the dispatching of the Klaptraps. Watch the inky blackness.



3. SWIFT SIMIAN

DIFFICULTY ★★★

Guipped down a heady brew over at the Cranky distillery? Then we've good news — you can teleport through walls. Now wander to the Tiny Barrel near Funky's house, Ponytail across the chasm, and skip into the hole. Inside, save your gems and teleport using the tile. You'll appear in a transparent igloo near the big one. Grab the banana and stand on the banana-porter. That's Diddy's Krusha.



4. HOLE IN ONE

DIFFICULTY ★★★

A lower ledge near Cranky's hut has a hole in it, and there's a Tiny Barrel nearby. What gives? This is pure speculation, but we'd guess that shrinking, moving through the wall, and completing the Krazy Klamor bonus game pays dividends. And we were right, if you're expecting "dividends" to mean a floating banana you're sick of collecting.



5. STAY ON TARGET

DIFFICULTY ★★★★★

Back to that central igloo that all the hairy stars of *Donkey Kong 64* need to go to. Slam down hard on the Tiny tile, then skip around the interior arena, slamming on a floor target three times. It shrinks each time. Again, the camera manages to impede you, remaining static and hiding the target as it passes behind the club-wielder. Use your sax to kill him. That makes this task easier.



1. MERRY TILER MORE

DIFFICULTY ★★

Three bananas near the central castle near to Cranky's house? Great! Procure the Orangsprint first, then slam on your tile next to the castle door. The grating lifts, allowing you to challenge a ghost tomato to a tile flipping competition. Leap and butt slam from a low height, and follow the tomato around stomping on the tiles he has just turned. You have more DK tiles? You win.



2. THE BUG IS BACK

DIFFICULTY ★★★★★

Stocked up on the Valium? Then try your hand at the second bug race. Use the balloon power to float up the castle wall, open the turret with a slam, and enter the race. Once the race starts, leap into the Orangsprint barrel and trot off. Leap down the hole and slide around, jump to avoid hitting the lava, and slow on sharp corners. 50 coins and three conniptions later... you'll win.



3. REMOTE CONTROL

DIFFICULTY ★★★

The key to the final banana near the castle is on a remote column, reached by inflating at the castle door. Float directly away from the castle and you'll spot the Krusha, and the number 5 teleport. Forget warping in — you'll be knocked off. As you run out of gas, swing your arms and hit him and hope you don't fall off.



4. FIT TO SPRINT

DIFFICULTY ★★★★★

The cabin area. The larger of the two upper log cabins. Know where we mean? There's a Lanky balloon pad there around a corner. Up on the roof, enter the hut and enter the Orangsprint banana before it is revealed. And wait for the banana to be revealed. Then Orangsprint to collect it.



5. PLINTH PANIC

DIFFICULTY ★★

Time to locate your golden banana inside the big igloo. Slam on the faceplate, wander inside, and take down all the enemies by the orange or trombone methods. Once the face tile appears, use it to float up to the small series of plinths. Carefully leap to the top for another of the now-hated fruit.



1. ICE, ICE, BABY

DIFFICULTY ★

Although you may be experienced banana-induced brain meltdown, this simple banana extraction task needs little thought to complete. Collect the Gorilla Gone potion from Cranky and return to the start of the level by sliding down the ice slide you couldn't walk up (coins are there). Break the ice wall at the end of the entrance corridor. Disappear, then collect the banana.



2. LIGHT IT UP

DIFFICULTY ★★★

That first log cabin past the waterfall in the three cabined area has a music pad on it. Play your triangle and enter the hut. Inside are three floating lights. Obviously "Influenced" by *Metal Gear Solid*, you're discovered if you run into the light. Hug the sides of the walls and slam the targets in the darkness. Learn the movement patterns of the lights, then grab the banana after a bonus game.



3. ROCK SOLID

DIFFICULTY ★★

Over in the main area hub, jog past the castle and to the round vantage point with the large boulder. Pick it up, waddle across the plank, and place it on the switch. In the cavern past Cranky's house, a boulder explodes. Go there, punching the ice to enter, and grow in size. Place the boulder on the moving switch. A Tiny teleport appears (for combat with the earthquake).



4. CROC COMBAT

DIFFICULTY ★★

The previous banana was finally found in the igloo area, and so are the last two bananas. Make your way to the main igloo and leap onto the roof. Hit the Krusha until he yields and take all of the blueprint pieces to Snide. He's behind an ice wall that needs Primate Punching to the right of the entrance where teleporters 1 and 2 are located.



5. ROASTED RABBIT

DIFFICULTY ★★

You may want to end the pain of this level by going to see Snide after you collect this banana. Slam on your face tile at the big igloo and save the tethered bunny from the advancing fire sprites by punching them before they reach him. You can even allow a couple of sprites to touch the rabbit. Once the timer has counted down, his banana becomes yours.



Creepy Castle

wolves howl in the darkness as the final climb begins

THINGS TO DO: 500 REGULAR BANANAS, TAKE CROWN, SIMIAN SLAM (CRANKY, ALL KONGS), INSTRUMENT 2 (CANDY, ALL KONGS), FAIRIES, SNIPER SCOPE (FUNKY, ALL KONGS).

The final "normal" level where regular bananas can be collected features a narrow climb up a castle's battlements and numerous gaps that can result in a fall that's literally out of this world. Watch out for the trapdoors and locate all the bananaporters as soon as you can to save you retracing your dangerous steps too

WATCH YOUR STEP, IT'S A LONG WAY DOWN, AND AN EVEN FURTHER WAY BACK UP AGAIN.

many times. Once 400 regular bananas are collected, face the final boss, a cardboard K-Rool, before the Hide-out Helm is breached.



CREEPY CASTLE FOR DONKEY KONG

A minecart, ghostly books, and Cranky's Super Simian Slam. Go get them!



CREEPY CASTLE FOR DIDDY KONG

A fly-by of the whole castle and instrument power-ups are needed!

1. BLUE, BLUE SKY

DIFFICULTY ★★

Step across the plank and run up the steps to the tree. Around the side of the tree is a Donkey Kong tile. Launch into the sky and line up those barrels. Once you've mastered flying through the sky, you should open the entrance to the tree itself. Inside is a Krusha just waiting to hand over Snide's blueprint. With Funky's latest weapon, continue further into the tree area.



2. ZOOM WITH A VIEW

DIFFICULTY ★★

To find Funky, continue around the outside of the castle until you spot a large doorway. That isn't the entrance — there's another one on a ledge below guarded by an undead croc. Inside, head straight to Funky's house. Now return to the tree and dive in the water. Leap up on to the plank and snipe the moving targets. Watch out for the fairy and snag the banana.



3. MAKE MINE A FRUIT

DIFFICULTY ★★★

Enter the area where Funky lives and go to the dragon skull. Hit the switch, enter the head, and go left and then right. Fire at the switch and move in. Pull the levers in this order — top left, top right, and then bottom left. Ride the ghost train, grabbing 25 coins, and slow down so you can jump the obstacles. Then take the fruit.



4. TILE THE DUNGEON

DIFFICULTY ★★

Above the entrance to the crypt where Funky has set up shop is another door. This leads to the main Dungeon. Enter it and make a right at the first junction. After a little while, a face tile becomes visible, allowing you into a dark room where a nine-piece puzzle of your face needs to be created in record time. Only the pieces in the top left and right should cause you problems.



5. TOME LOC

DIFFICULTY ★★★

You might as well make the trip all the way to the top of the tower now (that's where Snide is), activating teleports as you go. Towards the top of the tower, you'll see the library entrance. Walk past it, slam on the first Donkey tile you see, and run back to enter the Library. Kill the enemies inside, slam the new face tile, and leap into the alcoved Donkey Barrel. Charge past the books without harm.



1. FUNKY TOWN

DIFFICULTY ★

You might as well journey to Funky's crypt area, entered just beneath the lone bananaporter 1 exit pad. Inside, you'll spot a Krusha immediately. Slap him down, then, if you've cleared the Crypt of bananas, teleport to the main line of teleporters. Find teleporter 5 and transport yourself to the top of the tower, unless Donkey stopped his ascension after the library banana.



2. COFFIN UP FRUIT

DIFFICULTY ★★

Still in the Crypt? Then head for the murky slope where the skull head is. Ignore the enemies and peanut gun the mouth open. Head left, and then left again. At the door, search for the peanut switch, and once inside, hit the numbered switches in numerical order with your Chimpy Charge. From the coffin appears a hideous ghastly shape, long and thin... another frikkin' banana.



3. CHAIN GANG

DIFFICULTY ★★★

Know where that dungeon entrance is? Actually, there are two, but forget the one we haven't described. Run in and look for a door on your left. Go inside, and search for a Diddy face tile. Slam it and enter the thin stone chamber. Fire at the peanut switch with lowers the chains. Now swing across and grab the blasted fruit.



4. TOP TURRET TIME

DIFFICULTY ★★★

On the lower walkways of the castle are two jetpack barrels that allow Diddy to blast around the skies, collecting floating coins and bananas. Once you've tired of that, head up, up, and away to the highest point of the castle. On this turret, enter the Bonus Barrel and commence the game of Big Bug Bash for your banana.



5. BALLROOM BLITZ

DIFFICULTY ★★★

On the higher castle walkway near a Tag Barrel, slam on your faceplate and enter the Ballroom. Once you've engaged the castle guests in a spot of dirty dancing and have the floor to yourself, jump inside the newly created Diddy Barrel. Fly over the three candles (what, you were expecting something novel?) and a bonus barrel appears. Mind the minecart, then take the fruit.





CREEPY CASTLE FOR TINY KONG

Twirl, shrink, and leap for your bananas before Diddy helps out one last time.



CREEPY CASTLE FOR LANKY KONG

Enter a maze, judge wind currents, and don't forget your crown



CREEPY CASTLE FOR CHUNKY KONG

A real use for your scoped weapon and a spot of dentistry await.

1. HANDS UP

DIFFICULTY ★★★

Once in the Crypt area, head up the right hand slope, and feather the switch. Head down to the right and leap the gap. Once at the slime area, hit the switch to open the gate. Slam on your face tile to activate metal hands that slowly rise and sink into the goo. Leap on the right side one just as it emerges, and leap off it straight ahead when it starts to lower. Twirling and timing is the key.



2. MIA NARROW

DIFFICULTY ★★★

Vertigo plays a large part in the inability to take bananas this time around, so steady your nerves and follow the path around from the Crypt entrance on the lowest grassy walkway. Eventually the path needs a hair-twirling jump to get across, and on the narrowest ledge is a Krusha. A safe bet? Feather him from a distance. An unsafe bet? Leaping in and falling out of the level.



3. MIND THE GAP

DIFFICULTY ★

Bananaporter 1, the Dungeon version. That's the entrance we need you to head for. Once inside, make your first left and travel along that corridor, using your Ponytail Twirl after a jump to cross the gap. Fail to make the jump, and an embarrassing retrace of your steps is in order. At the other side is a barrel of fun. Did we say fun? Only if balancing turtles pleases you.



4. TRASHY TINY

DIFFICULTY ★★★

Engage the bananaporter numbered 4 and you'll appear near to a rickety shed and a metal trash can. Locate the tiny barrel, then plod to the mushroom trampoline as the insane tick-tock music wears away your sanity. Once inside the trashcan (through the hole in the lid), you'll be engaging a fly or two in feather combat. Are there annoying camera angles? But of course.



5. DIDDY DO IT?

DIFFICULTY ★★★★

Time for a game of tag. Go to the Tag Barrel opposite the Ballroom entrance and bound out as Diddy. Slam on the Diddy tile and tag Tiny. Now run in the doorway before it closes. Once inside, look for the Bonus Barrel; it takes you to an entertaining race. Avoid the boxes, make up to four flag mistakes, and learn the track. Pick up 10 coins and win the race to collect.



1. A VINE TIME

DIFFICULTY ★★★

The always popular Crypt is your initial destination. Head to the right after you've entered the gloom and aim for the switch on the central stone entry. Quickly rush down the steps and you'll find another grape switch. Fire at it while you're under the Orangspring Barrel, then leap in and dash to the end of the windy corridor. Forget enemies, run! Hit the face tile to swing for your supper.



2. INFLATED EGO

DIFFICULTY ★★★

At the preferred entrance to the Dungeon (near to bananaporter 1), head inside, move quickly to the door on the left and enter. Move left again, and locate your head in face tile form. Dive onto it and activate a little Baboon Ballooning. See the Bonus Barrel with the Kremlin Kosh bonus round in it? That's where you're floating towards.



3. CASTLE KRUSHA

DIFFICULTY ★★

Warp from bananaporter number 2 in the long line of teleports and wander down the ledge surrounding the castle until the Krusha with the purple hair and shock-wave is spotted. Dispatch the deviant with malice aforethought, then teleport back, move to bananaporter 5, and warp to the top of the level for an audience with Snide.



4. HEDGE YOUR BETS

DIFFICULTY ★★★

From the second bananaporter 4, locate the small, moss-covered greenhouse. At the other side of it is Lanky's face tile, which must be stepped on. Once inside the shed, there's a winding maze to navigate in 40 seconds. Have fun! When you find the banana, a Battle Arena icon appears. You'd better get this over with unless you want more maze wandering.



5. RIDE LIKE THE WIND

DIFFICULTY ★★★★

If you're at the very top of the castle for whatever reason, slam down on Lanky's face tile and enter the Tower. Once inside, dispatch the beasts lurking inside and shoot out the switches with the enhanced visuals of your grape gun. As the wind blows, pump yourself up and ride the gusts up to the top for some Beaver Bother bonus rounds.



1. A KRUSH ON CANDY

DIFFICULTY ★

Again with the Dungeon. You should be able to find your way almost immediately to the Krusha with the green hair, as he's lurking near Candy's house. Those shock-waves may be getting bigger, but the laborious blueprint process certainly isn't getting any more exciting. Leave, teleport to the top of the castle, and wait for banana delivery.



2. SARCOPH IT UP

DIFFICULTY ★★

Back down in the depths of the castle Crypt, lower the jaw of the head and head inside, and then to the right. Shoot the switch, and once in the room with the sarcophagi, Primate Punch them until they reveal their green bananas, balloon, or Bonus Barrel. Stay out of the searchlight and you'll win yourself a kiwi fruit. Sorry, our mistake. A banana.



3. JAWS WIDE SHUT

DIFFICULTY ★★

Finding the Museum entrance along the castle ascension, you'll also find a Chunky face tile outside. Once you move into the Museum, move to the three shields standing against the wall and punch them with primate power. Ooh, a large boulder! And a switch in the middle of the room! What would Chunky do? Possibly play with his own excrement. Or put the rock on the switch. Or both.



4. SNIP SNIPING AWAY

DIFFICULTY ★★★

If you haven't purchased your sniping ability for your weapons, do so. This power is needed here. Trek back to the old tree you opened up with Donkey Kong at the start of the level. Primate Punch the cracked wall, then walk down the passageway. The switch that opens the Beaver Bother game vanishes when you near. Step back to a safe distance and snipe it.



5. SAH-WING BATTA!

DIFFICULTY ★★★★

Warp up the castle battlements using bananaporter number 4. Once at your destination, investigate the wooden barn. Punch out the door, lumber inside and rip apart the box in the middle of the room. Slam the face tile, and once invisible, shoot down all the bats you can now see. Can't see the bats any more? Turn invisible again. Ah, the last banana! Time to leave.



Kong Islands

an island paradise brimming with hidden golden bananas

THINGS TO DO: LOCATE CROWN IN ENTRANCE TO FOREST LEVEL, VISIT THE FAIRY FOR THE CAMERA, OPEN UP EACH WORLD BY UNLOCKING KLUMSY FROM HIS PRISON

Even the entrance level has its share of golden bananas to find. We'd recommend that you come back here after absolutely every other level is completed, as many of the bananas require power-ups you may not have gathered yet. Also note that there are two crowns to collect from arena battles. One is in the en-

YOUR FINAL HOLIDAY DESTINATION PRIOR TO HIDEOUT HELM AND K-ROOL HIMSELF.

trance to the Fungi Forest (connect with the ceiling toadstool with every Kong), and the other is near to Snide's hideout. Once this is completed, you're off to the Hideout Helm, and on your own.



KONG ISLANDS FOR DONKEY KONG

A different area for each banana means some travelling for Donkey Kong.



KONG ISLANDS FOR DIDDY KONG

Jetpack and backtrack your way around the islands and change Kongs for the Krusha.

1. ALREADY TAKEN

DIFFICULTY ★

If you managed to enter the first jungle-based level and not pick this banana up, may we suggest you hang up your joypad and take up knitting? Talk to Klumsy, walk up to a hole in the wall he created, and badda-bing! Banana!



2. GETTING CAGEY

DIFFICULTY ★★

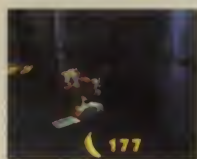
Once the Angry Aztec level is completed and you've chatted with Klumsy, walk the ledge to the exterior area near to where Snide has set up shop (on your way to the number 4 bananaporter). There's a ledge below the vines that needs to be leapt down to. Watch your trajectory - you don't need to miss this plinth. Shoot the switch and take the fruit.



3. LEVER WITH ME

DIFFICULTY ★★

After your Frantic Factory frolicking, you should have the Gorilla Grab power. In the level entrance, wander up to the lever and tug on that bad boy. Once the elevator descends, clamber upon it and ready your bongos once you're on the music pad. Then steal the gold banana.



4. PLAYING WITH FIRE

DIFFICULTY ★★

The delightful grays and, er, more grays of the Crystal Caves are complemented by dozens of ice crystals. In the entrance area, change to Chunky and Primate Punch both the ice walls. Now back in Donkey Kong form, head to the ice cave for the Strong Kong ability, then move through the other door, across the lava and into the path of a floating fruit.



5. BRIDGE THE GAP

DIFFICULTY ★★

Once you realize that the only way into the mouth of the K-Rool island is by teleporting up from the base of the island with Tiny (after you finish Crystal Caves and Creepy Castle and give the keys in), you'll find this task a little easier. Once inside, change to Donkey Kong and snipe the coconut switch at the other side of the chamber. With the bridge raised, the Krusha falls. Snide time!



1. SIR LIKES A SLOT

DIFFICULTY ★

When you're handing in your blueprints to Snide (swing across the vines halfway up the route to bananaporter 4 and Frantic Factory), spring up on Diddy's Barrel into bonus hell. Play a few rounds of Batty Barrel Bandit, and then a few more until your banana count is correct. After this, the fruit is yours.



2. WATER WASTE

DIFFICULTY ★★

With the brute force of Chunky monkey, bananaport to the entrance of Angry Aztec (teleport number 2), and then continue around the corner until you spot a rock. Lift and separate. Return as Lanky and use your trombone. Now a Jet Barrel appears near the door to Fungi Forest. Warp to 'port 3, fire up to the entrance, dive into the barrel, and jet to the waterfall. "Switch" off the gate.



3. SUMMIT IS UP

DIFFICULTY ★★

With the Jet Barrel close by, clamber into it again, and take to the skies. Head for the top of island version of Donkey Kong's head. Hover and destroy the barrel, then prepare for another one of those bonus levels. This one is Peril Path Panic. Complete it, grab the banana, and try not to fall to your death.



4. GLASS CEILING

DIFFICULTY ★★

Time to head on over to the Crystal Cave entrance area. You could have gotten this banana at any time (like, when Donkey Kong collected his in the lava), but why not retrace your steps just one more time for even more gaming pleasure? Locate the floating Jet Barrel. Jump into it. Jet up to the ledge. Play your guitar. The bird gives you your banana.



5. CAGED KRUSHA

DIFFICULTY ★★

In the castle foyer prior to Creepy Castle, change to Donkey Kong. Lumber over to the other side of the mini-moat and fire at the switch. Run back, change to Diddy, and head back there. Fire at the Krusha on the step, leap and tail-spin into the alcove and grab the blueprint piece. It may be a plan to kill off the clubbing enemies with guitar noise first. Remember that green goo kills!





KONG ISLANDS FOR TINY KONG

Tiny has six bananas to find, but the last needs some fairy photography.



KONG ISLANDS FOR LANKY KONG

Klumsy's cave banana is grabbed, and Lanky's trombone is used for one more encore.



KONG ISLANDS FOR CHUNKY KONG

After helping out all the other Kongs, collect the final five bananas with Chunky.

1. FAIRY & THE HAIRY

DIFFICULTY ★

Reckon you can hit a feather switch with your crossbow? Know where the Fairy Island is? Then head there (it's the island next to K-Rool's that doesn't house Klumsy). Once you're there, perhaps you could step on bananaport 4 before you head around to the back of the island, and fire at the switch. Out pops a banana.



2. GET IT ON...

DIFFICULTY ★★★

Teleport from the main bananaport area to the entrance to Angry Aztec. Change to Diddy and bang a gong with a Chimp Charge. Next, bang the other gong and a barrel pops out of the ground. Change to Tiny, skip to the top of the steps, and from the highest perch, leap and twirl into the barrel for a Big Bug Bashing good time.



3. MONKEY ABOUT

DIFFICULTY ★★

Move to the Frantic Factory entrance. Noticing the "7" box in one corner, we changed into the largest of Kongs and used the Chunky monkey to slam the box into sawdust. This revealed an agrophobic Krusha. We leapt back into the Tag Barrel and whipped the Krusha into shape with Tiny. An audience with Snide and his laborious banana reward ceremony followed.



4. SOAK TEST

DIFFICULTY ★★★

The entrance to Gloomy Galleon is your next port of call and another time to use the Chunkster. As the lumbering fiend, slam his face tile to lift up an underwater gate. It's still too small to enter, even as Tiny, so shrink down using her barrel and swim down the passageway until you surface. A small island with banana attachment is your reward.



5. SAX APPEAL

DIFFICULTY ★

Before you rush to the game secrets section of the map to uncover Tiny's banana (the 201st of the game), locate her last normal one. Teleport from the bottom of the K-Rool island to the top. Once at the top, scamper around until you find the music pad and play on your saxophone. A camera is deposited your way, as well as a fairy — the key to the last banana of all.



1. FREE THE FRUIT

DIFFICULTY ★

Klumsy gives up two bananas to a fully-powered Lanky. The easier of the two is located behind Klumsy's cage, on the outside of his small island. Mind-bogglingly simple to take, this fruit is taken by shooting a grape at a switch. This opens a gate. The banana is thus freed and available for your collection.



2. COMING IN HANDY

DIFFICULTY ★★

The second banana in Klumsy's caged kingdom is snafled once the Orangspring power is gulped down your hairy gullet. In the chamber where Klumsy waits, slam down on your face tile, but only after you dive into the nearby barrel and become flit of foot. Charge around to the other side, hugging the side of Klumsy's cage, and grab the banana before the doors close.



3. JUNGLE VIP

DIFFICULTY ★

Before all the japery in the jungle, check the entrance chamber for signs of a rock. Change into Chunky and lift the boulder for your chum, then throw it away and change back to Lanky. Now a little more beautiful horn music can occur unimpeded by stone. As if by magic, a golden banana descends from the skies.



4. CRYSTAL KRUSHA

DIFFICULTY ★★★

Once you've twirled your way into the entrance to Crystal Caves, there's another small matter to attend to — the wayward Krusha lurking in the left cave that Chunky opened (the one with Donkey's Strength Barrel in it). Enter here, and use your reach advantage to clobber the green-haired freak into a handbag. Take the blueprint to Snide.



5. RISING CHIMP

DIFFICULTY ★★

Another easy-to-reach banana, another chimp lacking the muscle to lift stones. This is a job for Chunky. Swap and destroy the rock, then switch back to the prehensile wonder. The revealed pad isn't a musical one, unless you count the farting noise when Lanky deflated. Rise up from the ground to the top of the middle tower and dive in for a bonus game of Searchlight Seek. What fun!



1. PINING FOR FRUIT

DIFFICULTY ★

Engage the warp portal number 3. You'll appear at the waterfall. As you're looking at it, head right, to the cave to the right side, and prepare for pineapple firing. Ready? Hit the switch and open the cave up for banana inspection. Yep, there is one. But not for long. Only four more of these golden Nintendo bananas to go... if your sanity can take it.



2. INSTRUMENTAL

DIFFICULTY ★

Warp up to the entrance to Angry Aztec. That's bananaport 2, just in case you're suffering from short-term memory loss. Run around as far as you can, and pick up the second large boulder. Throw it away, and stand on your musical spot. Tinkle the triangle and a banana is summoned. Only... three... more... bananas....



3. CROCODILE ROCK

DIFFICULTY ★★

Dive into the ocean, and swim to the Gloomy Galleon entrance area. There's a Krusha wandering this area. The last time you'll ever have to jump a shockwave and punch out a croc with bad fashion sense. After procuring the blueprint, head over to Snide for the very last time, then wait an eternity for the banana to appear. Two...



4. X MARKS THE SPOT

DIFFICULTY ★★★

A little work is needed to free a giant banana, but only after Tiny frees the banana at the top of the K-Rool ship (her number five banana). Now a Chunky Barrel appears on the island next to the Fairy Temple with the lone palm tree. Jump into the barrel, then journey to the island with the "X" on it and shoulder slam it. This releases your penultimate banana. One... more....

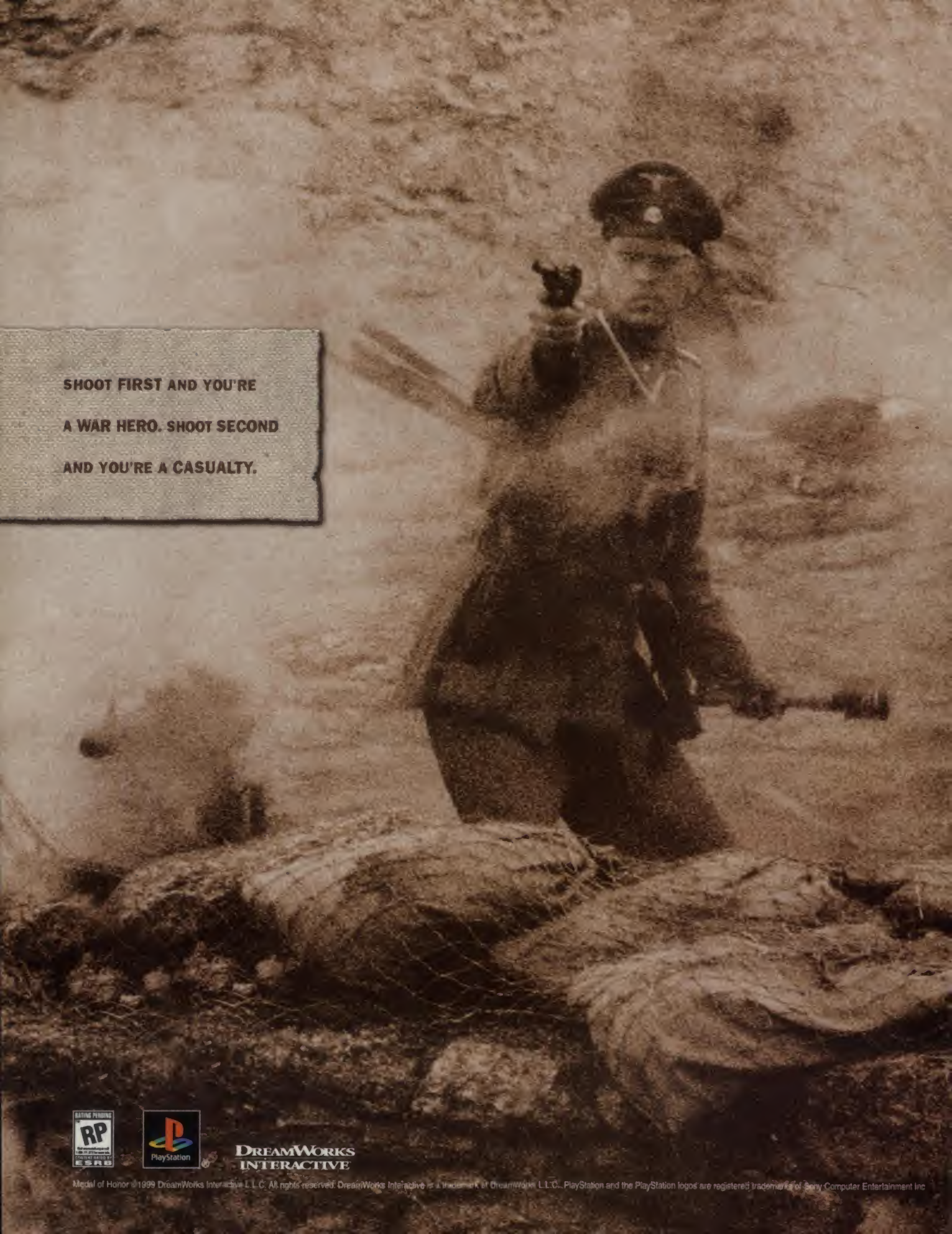


5. KROOL ENOUGH

DIFFICULTY ★★

Warp up to the mouth of K-Rool's island as Tiny and change to Chunky once inside. Activate his Gorilla Gone power, allowing you to see the vines to the final banana and the way to the Hideout Helm and ultimate game completion. Stay invisible and swing. That's it! All the bananas! What, did you say "anticlimactic"? Then collect all 3500 regular bananas for a real anti-climax.





**SHOOT FIRST AND YOU'RE
A WAR HERO. SHOOT SECOND
AND YOU'RE A CASUALTY.**



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Tomb Raider Revelations

Stuck in *Tomb Raider: The Last Revelation*? Don't worry, you're not alone. These useful tips, tactics, and detailed walkthroughs will help you keep your sanity...more or less. **by Ryan Lockhart**

Using this Guide

The one thing you have to keep in mind while using this *Tomb Raider: The Last Revelation* guide is it is not a step-by-step instruction manual on how to beat this game. Instead, think of it as a knowledgeable buddy who'll answer some of your questions about the latest *Tomb Raider* and won't raid your fridge while doing it. Not every puzzle is solved here, nor is every area you might get stuck covered in detail; but rest assured, the hardest ones are. These sidebars offer answers questions you might have about each level, and the interior text gives you a more detailed walkthrough on how to complete most of the harder quests. So, have fun! And trust us about the saving tip.

Angkor Wat

Can I ever go left when Von Croy asks Lara to choose the path?

The only way to ever go left is if you've collected the eight Golden Skulls throughout this training level. For the exact locations of these skulls, take a look at the walkthrough on the right. Realize that the path to the left is a bit harder than the one to the right. While they both have the same puzzle to solve, this way is a bit less forgiving if you fall from the rope.



Race for the Iris

How do I beat Von Croy?

While we could tell you to go left, right, left, left, left, right (and so on), it's easier for you to save your game right when the race starts, and then experiment a bit. There are multiple ways you can go, and Von Croy has this nice habit of never getting that far ahead of you, so you should easily be able to win the race after a few tries.

What happens if I lose the race?

Nothing. Well, you get to hear Von Croy make a stupid victory speech. That's right, he tells Lara off. That's reason enough to make sure you win this race.

Here's where it all begins, your adventure awaits you!

Locations of the Golden Skulls

The first level not only teaches you how to correctly handle a young Lara, but it also gives you your first chance at collecting highly secret items: The Golden Skulls! Collecting all of these will differ your passage out of this level, and at the same time prove to both your friends and co-workers that you're a hard core tomb raider.

Skull 1 - The first Golden Skull is right next to Von Croy in



the starting room. Just look to the left of him!

Skull 2 - It's hidden in the water in the room right past the spikes (where Lara makes her first jump).

Skull 3 - In the room where Lara has to make multiple platform jumps across water, in the far right.

Skull 4 - Leap into the large pool, and search the bottom of it for this Skull.

Skull 5 - Outside in the area where Von Croy will face two



wild boars, on the far end across from the exit.

Skull 6 - In the room past the two lion statues, go to the right side and look around.

Skull 7 - When Von Croy has you duck into the crawlspace to open the large door, head into the left passage.

Skull 8 - In the area past where Von Croy makes you run, (in the same room where you make your choice) it's hidden in the back corner behind railing.

Your first headache is presented deep within these chambers

Surviving the Rotating Room

Although you'll reach this area very early in Lara's adventure, the rotating room in the Burial Chambers can prove to be a confusing affair for even the most seasoned of tomb raiders. The walkthrough here directly follows after Lara passes the two mummies detailed in the sidebar to the right.

Entering the Cavern

After Lara shoves the statue to the switch, go into the door that opens behind the right casket. Go through the hallway and drop down to the cavern below. Run through this area, go up the walkway, cross the bridge, and then enter

the next room. Go up the wall at the end of this area and then lower yourself down the hole in floor to the left. Go to the edge of this path and you'll be at the Rotating Room - take a good look around.



Take a look around this room before you begin your trek to the elevated doorway on the other side.

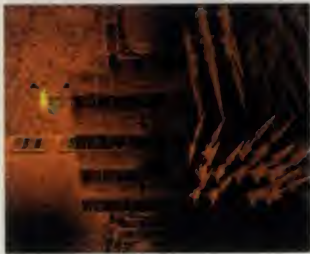
Turn that Room Upside Down!

Drop down the ladder to the floor, then climb up the blocks on the right side of the room. Walk across three cubes and then leap across to the fourth, turn to your left, and leap



These spikes aren't just here for looks, so take extra care when approaching them.

over the spikes to another cube. Jump up to a cube right above you, and climb up until you reach a small hall – yank the lever found here. Go back across cubes and enter the gate you just opened on the north side of this chamber. Climb the ladder at the end of this hallway, then pull the lever there and the room will rotate 90 degrees. Make your



New areas can be reached once you rotate the room.

way back to the chamber and drop down the hole in the floor. Grab that Star Key that will be at your feet, then walk down the hallway until you reach a ladder, which will take you back up to the main chamber. Now climb up the cubes that are right in front of you (west), jump up to the next cube in front of you, and then leap to the cube to your left. Jump to the entrance you'll see there and go down the hole in the hallway by grabbing the ladder. Pull on the rope here and the main chamber will rotate another 90 degrees then go through the door on the other side before the mummies can nail you. Now travel up the blocks you see here and make your way over to the star keyhole



This is one of the switches that will turn the rotating room on its side. Find another to complete this area!

you'll find on the end of the path (it will be on the left side of the room). A rope will drop once you place the Star Key into the slot, now just swing across! After you gather the Scarab Talisman, keep going down that hallway, and you'll never see the rotating room ever again.

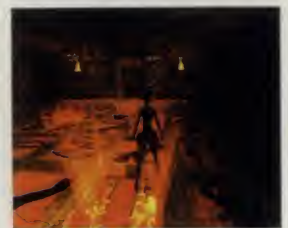
Whether you win or lose though, the same event takes place, so don't worry about loading up an old game if you didn't beat the whiny bastard – it won't make any difference in the long run.



Tomb of Seth

What's up with the glowing symbols on the floor?

So, you've made your way into the Tomb of Seth, are making great time solving a bunch of minor puzzles, and then after your buddy lit some water on fire, you're suddenly faced with a room with glowing tiles. Tiles that seem to burst into flame for no reason. As with many of the puzzles in this *Tomb Raider*, the answer to this puzzle is actually quite simple. The idea here is to leap from glowing tile to glowing tile, without landing on the non-glowing variety. You can tell if you're doing this correctly by the torches' on the wall lighting up after each landing. If you do miss and a tile flames up, you can backtrack to a newly opened room, then pull on the rope to reset them.



Burial Chambers

What do I do in the room with the two mummies?

The chamber that holds a large statue of a sitting god and three caskets in it is actually much easier to pass than it seems. After the three caskets open and the two mummies emerge (the other holds a small health pack), take a good look at the floor. See a strange looking tile on the upper left side? You've got to push the statue to that area. What to do with the mummies? Nothing. You can't kill them, so your best bet is to run around a bit, then just start shoving. You'll take a bit of damage, but nothing major.

How do I get up that tall room?

You'll notice a small room with a sandy floor and a high ceiling as you explore the Burial Chambers. This area is your ticket out if you've collected a few objects. After you've hunted down the Scarab Talisman and Golden Serpent hidden in this level, place them in the slots for an ancient elevator ride.

Some helpful information on Rope Swinging

You're on a ledge, the other side is much too far away to jump across, and there's a rope hanging down in the middle of the void. What do you do? That's right, leap to the rope, swing across, and then fall to your death. Or, on the other hand, you could press the R2 button when Lara is on the rope, gain a bit of momentum, swing over to the edge, and land safely on the other side. The choice is up to you, but we recommend the second option.

Thrilling backtracking begins in the Temple of Karnak

Creating the Sun Talisman

Hunting down the pieces to the Sun Talisman is the first time you'll have any major backtracking to do in *The Last Revelation*. Get used to it now, because as complex as *Tomb Raider's* backtracking procedure might seem initially, this is simple compared to what you'll soon face.

Grabbing the Two Jars

Once you enter the Temple of Karnak, climb up the wall to the west, then slide down into



Here's the main hub in The Temple of Karnak, you'll pass through this area often in this quest.

the large outdoor chamber and kill the two scorpions there. Then head through the western door and go down the hallway until you reach a room with a pool on the far end. Right before you get to the pool, use the block on the right to climb up to the level above. In the middle of this suspended area you'll see a holes in the wall on both sides of the room, each of these will open a gate below. After opening both gates, drop



After you've collected the Canopic Jars, place them in these indentations behind the statues.

down and go into them – one will have a shotgun, and the other will hold the first Canopic Jar. Go back to the central area once you grab the Jar, then go left (north) and climb into the next area. Go through the pillars and make your way into the room with the two empty pools (just keep heading north to get there). Monkey swing your way across either of the pools and activate the button found there – this will open the door on the other end of the room. Go to that door and hit the switch, which will open the way to a lower level. Drop down and place your Canopic Jar behind either of the horn-blowing statues, then climb through the hole in the eastern wall (where you dropped down), crawl through that to get back to the pillar area. Go into the door you saw open in

Continued on page 116

Valley of the Kings

I've started this level and taken out all the guards, now what?

Ah, now's when the true fun begins. Look on the floor for items the dead guards dropped, and along with some Uzi ammo and health packs, you'll find a key. Use this key on the jeep sitting behind the Land Rover and get ready for some high speed "fun."



KV5

What do I do at the locked gate?

Right, it's impossible to ram the gate down with your jeep, and there's that guy up on the scaffolding causing problems by firing down on you. Well, take him out! Knock out the wooden pillars holding up the scaffolding, and you'll be able to run over that troublemaker, not to mention open the way forward. Once you've taken care of that pest, get off the jeep and climb up to the second level of the southern scaffolding (you'll notice an opening). Climb up to the top level and swing across on the rope. Once on the other side turn right and you should see a lever on the wall, leap up and grab it to open the way!



Temple of Karnak

How do I get to the other side of the empty pools?

While the pools are too deep to climb up on the other side, the answer to this problem is above your head. Look up!

The Great Hypostyle Hall

How do I rotate those huge pillars so they all face the room with the small blue pyramid?

There's nothing you can do in these darkened rooms to move these hanging pillars, so head back out to hallway that lead to this area. If you turn left you'll go further down the walkway, and then climb the ladder at the end of the hall. Up here turn each of the rotating switches so the pole faces inward (south, west, north), and then make your way back to the blue pyramid room and yank on the rope switch.

Continued from page 115

the cinema (near where you got the first Jar), and use that to enter the Great Hypostyle Hall. Once in the Hall, go to your right and travel until you find a ravine you'll have to vault across. In this area go to the northern crawlspace – traveling through here will take you to the Sacred Lake. Go around the lake until you see a doorway in the outer wall, and enter that room. There will be three holes in the ground here jump into the northernmost one, slide down the path, and grab the pole (if you miss, the watery path will lead back outside). Make your way up the two poles then crawl into the hole on the west wall. Inside the next room will be a rope, pull it and the door leading to the building in the center of the lake will open. Dive into the water below the poles and swim back to the lake. Enter the center structure, yank on the lever hidden beneath a ledge on the opposite side of the entryway (it's underwater), and swim through the door the lever opened. Swim through the chambers until you reach the room with the giant mirror. Follow the instructions in the sidebar to pass this room and you'll soon find the second Canopic Jar! Now go through the newly opened door in the center structure and make your way back to the room where you placed the first Canopic Jar.



With both Jars placed in their slots, you'll be able to walk on water.



One of the first truly confusing parts in this game, the Mirror Room provides little clue to where you need to go, unless you look at it at the exact angle.



The second Canopic Jar is waiting for you in this cage, swim under it!

Assembling the Sun Tallsman

You'll notice that once you place the second Canopic Jar in the space behind the statue, you'll suddenly become a bit more buoyant on the water. Run to the other side of the water, go through the passageway behind the statue, dive into the water, press the button, and then collect both the Sun Goddess and Hypostyle key. Now backtrack to The Great Hypostyle Hall and go through the other exit in the room where you climbed through the northern crawlspace (this time go into the crawlspace on the west wall). Once you reach the door, use your newly acquired Hy-

postyle Key and go into the next room. After taking out a few guards (one will drop an Uzi!), make your way up the blocks until you can leap across to a pillar. When you're on the pillar, leap upwards and monkey swing a bit, then turn right, and swing onto the ledge and walk into the next room. Inside this giant chamber you'll want to jump onto the ledge to your left and then jump to the next ledge to the south. Now grab the ceiling tiles and monkey swing to the west until you're stopped by a tile, drop and grab the ledge below, and then pull yourself up. Turn north and climb up to the next ledge, leap up that block in front of

Continued on page 118



Push these giant switches so they all face the interior wall.

Some helpful information on Backtracking

You'll often find yourself stuck at a point in *Tomb Raider: The Last Revelation* with seemingly no way to pass. Chance is, there really isn't a way to pass, and you'll have to backtrack a bit to get to an area where you can continue the adventure. We've included some handy flowcharts within our walkthrough in case you get frustrated, detailing exactly in what order you have to tackle the levels to complete each quest.

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Sacred Lake

What's with the underwater room with the huge mirror?

The mirror in this chamber isn't just so Lara can check out her looks. In fact, it reveals a hidden exit. Look carefully at the reflection of the ceiling in this room, and you'll spot a hole. It's a bit tricky to get the right angle to see the hole, and Lara isn't exactly simple to control while swimming, so you might just want to head straight up to the ceiling and search for the opening by hand (just keep pressing up while swimming around the top). The opening is near the center of the ceiling, so if you look around there, you'll find it without much trouble.



Tomb of Semerkhet

Is there any way to stop the Morgue Beetles?

Nope, these annoying pests will follow you relentlessly. In fact, the only way to even slow them down is to be holding a lit torch, but even that won't work if you're not facing them. The only thing you can do in the two-level room is move quickly – run to each of the switches, hit the action button, flip around, and make your way to the next one. If you do this quickly enough, you'll only take minor damage.

What happens if I lose the Senet Game?

Aside from being a laughing stock to your friends and family? Not much. Well, actually, you'll have a much tougher time making it out of this tomb. So, reload that game you saved right before the Senet match, and try it again. No saved game? Bah, let this be a lesson to you – now leap down that newly opened hole on the Senet board and prepare for pleasure.



Guardian of Semerkhet

How do I kill the giant Bull?

Just like real life, it takes much more than simple bullets to take down a wild bull. What to do? Well, use this charging beast to help you escape! Run back down hallway where you came from and

Continued from page 116

you, turn around, then jump across to the next tile. Jump your way across this level until you see a giant globe on top of a pillar. Whip out your guns and blast away, then follow it down (carefully!) into the hole it created. There's a puzzle down here that's solved in the sidebar, and once you activate the pillars, climb up to where the blue pyramid was and collect that Sun Disk. Combine the Sun Disk with that Sun Goddess you got earlier and you'll have the Sun Talisman in your possession. Yay! Now drop down the hole in this room and you'll soon be back in the Sacred Lake. Slap that Talisman on that icon on the floor near the two giant pillars, and then just head out the west exit to continue your quest!



Now that you've placed the Sun Talisman on the podium, the way forward is clear.

FLOWCHART

Creating the Sun Talisman

1. Temple of Karnak

Grab the first jar

2. Great Hypostyle Hall

Quickly pass through

3. Sacred Lake

Grab the second jar

4. Temple of Karnak

Find Sun Goddess, Hypostyle Key

5. Great Hypostyle Hall

Retrieve Sun Disk, combine with Goddess

6. Sacred Lake

Place Sun Talisman between pillars

An ancient game against an ancient foe

Escaping the Tomb

Locked deep within the Tomb of Semerkhet, the quest to find daylight won't be an easy one, but armed with this walkthrough, you shouldn't have any major problems. One important tip though: Save often. That's right, we've been stressing this from the beginning, but the Tomb of Semerkhet has more than a few hazards that will likely kill you with little notice.

Path to the Game

After you slide down some slopes and enter a room with Morgue Beetles, leap up and monkey climb your way across to the other side. Slide down the slope in the next room and grab the pole found there, then slide down and backflip off once you reach the first floor – but be careful of the edges! Grab the torch across the small void, light it, and drop down to the next level. The Morgue Beetles down here are tough, so your best bet is to run very quickly from wall switch to wall switch, and once all three have been activated shimmy back up the pole. The door on the other side of this room should now be open, use it and push open the large red doors to the left. Take the corridor and then drop down the hole to the room below. The south door will take you to the next room, then take the stairwell down to the Senet chamber (nothing you can do here now), and locate the ladder on the right wall. Climb this and make your way to a large chamber. Kill the dogs here, then drop down



Watch the fire spurt pattern carefully before you hit the switches.



The Morgue Beetles are afraid of fire...well, at least a little bit.



There's nothing you can do here yet, so head on to the next chamber.

and run to the three firetraps on the far wall. Time the flames and activate the two switches on the outside, then the center one. A door will now be open to the right of the flame switches; take it and pass the small pool. There are six flame switches here, so take your time (save, save, save!) and watch the patterns before attempting to activate any of them. Once they've all been tripped, a door opens to the southwest and a large pillar will rise in the main room. Go back outside (monkey swing across the gap) and climb the new pillar. Walk around and activate the fire switch you'll see on the second level, then hang off the ledge and drop straight down. Now that these two fire traps



Keep an eye on what your opponent is doing in the Senet game.

have been deactivated, you can grab the Rules of Senet, and a trapdoor in the Senet chamber will fall open. Go back to the Senet chamber and climb the ladder on the opposite side of the one you took to the fire trap room. After you climb this ladder you'll see your ghostly opponent. Read the rules to Senet (it's actually quite simple, but we'd recommend you save your game before starting the match), and spin those bones.



Spinning the bones allows you to move your Senet peices.



If you win the Senet game, take these pillars to the next area.

Winning the Game!

Congratulations! OK, now that the pillars have been raised, drop down the ladder and take the southern stairwell, hang a left as soon as you can. Jump across the board and take either stairway down, then go through the door on the bottom. Go down the new set of stairs on the other side of the door, then make a left and drop down the hole. There's a Morque Beetles down here, so get ready to run! After dashing to the other end of the room, leap onto the pole and drag yourself up. Inside the next room you'll notice a bunch of mirrors. Ignore these for now and go through the door on the far end of the chamber, then climb up to the room above. Move the Senet pieces so they match the cor-

responding colored tiles, covering the sunbeams. Once this is done slide back down, take out the dogs, and leap into the opened tomb in the middle of the room. Crawl through this, drop down and enter the doorway. You'll now have to face the Guardian of Semerkhet.



Block the streams of light by showing the Senet peices on their tiles.

Losing the Game

If you didn't save your game, get ready for a much harder path to exit the Tomb of Semerkhet. Drop down the newly opened hole in the Senet board, then slide down the slopes and leap onto the pole. At the bottom of the pole, make your way southwest to a room that has a Senet piece and two hammers. Lara must drag the piece between the hammers and then yank the lever in the room to activate the ancient machines, which will destroy the Senet piece. Grab the Cartouche Piece from the rubble and return to the room with the pole. Now go down the hole in the wall



Losing the Senet game will open a much harder path.

you'll see in the northwest corner. You'll have to do the same thing again, but this time the hammers are activated by the tile, so be careful! Gather another Cartouche Piece and combine the two to make a BA Cartouche. With this in hand go back to the main room. Go through the east door on the bottom level and put the BA Cartouche in the slot near the door. In the next room you'll have to yank on a lever on the south wall to put out the flames. After the fire has been extinguished, push the Senet piece to the hammers, then after it's destroyed, grab the RA Cartouche and go back to the main room. This new piece will open the western door, then go up the stairs. A Fire Spirit will be released here. Quickly dash to the west room, walk down a slope, and yank on the lever you see there. The newly released Water Spirit will keep its Fire kin busy. Go back to

Continued on page 122



Hmmm... Where have we seen this scene before? Anyways, once the beam of light opens the pyramid, grab the Guardian Key and place it in the wall.

stand in front of the door on the far end. If you time your jump correctly, the charging bull will take down the door instead of you, so follow him inside. This room has three switches that the bull needs to activate, so use the same trick as you did for the door - stand in front of them until the last possible moment. Once the two doors open, take the left route make your way out of this accursed dungeon!



Desert Railroad

How do I pass the flatbed with the giant tarp on it?

That's right, running jumps don't seem to work, and you can't flip up. Actually, all you have to do is lower yourself off the side of the car - you're high up enough that your feet won't catch on the ground. While still holding on to the car, slowly edge your way past the tarp, and you'll be on your way!

Ok, I'm in the last car, now what?

Good job! First of all, make sure you've entered the car through the door on the side (the back door takes you to a secret room containing a few non-essential items), and take your guns out. Now, shoot apart that annoying henchman and the two small boxes in this room. One of them will contain the much-needed crowbar, the other a switch. With this new item in hand, use it on the newly uncovered lever switch, and then travel back to the boxcar where you started this level.



Alexandria

What do I do here?

Your goal in this small level is to find your friend - he's waiting for you through the door with the double diamond symbol above it. Go up those stairs and find him to start the cinema. After the events take place here, don't forget to search his room for the laser sight. Even though you can't do anything with it yet, this is a very important item you'll need later on.

I've seen the motorcycle, but how do I get on it?

Wait a bit. There's nothing you can do with it now.



it must be that time of the month

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incite

Coastal Ruins

At the Egyptian Adventure I keep dying in a room with a giant mirror. Why?

Like we learned in the Sacred Lake, mirrors have a way of showing us the truth. The floor in this room is littered with spike traps, and the only way to see them is to look at the reflection in the mirror. Your best bet is to drop off the stairs near the top, walk forward, leap over the spikes, turn left, and make a running jump to the far corner. As you can tell by the reflection, there's a crossbow waiting for you there. The route you choose to get there (and back) is ultimately up to you, but just be sure to keep your eye on that mirror.



How do I get past the shooting gallery?

First of all, make sure you've collected the crossbow (see above) and the laser site (in Alexandria). Combine these two items together and use the Look command as soon as you hit the board on the bottom of the slide. With the Laser Sight you should be able to nail all those targets well before the time runs out, but don't forget to collect your prize in this room before leaving!

Catacombs

How do I stop that room near the entrance from sinking?

You've surely noticed the movable pillar in that small room and the mark in the main entranceway where you need to push it too, but how do you get it over there? To stop the floor from sinking, you've got to do a tiny bit of backtracking. First of all hit that face switch in the sinking room and then go back outside to the Coastal Ruins. Drop down to the area with the hanging ball (it's right outside the Catacombs entrance) and grab the torch on the ground. Light the torch with the flaming basket down the hall (don't get too close!), and then use the fire on the rope holding the boulder, making it fall. With this out of the way you're free to enter the small hole that the boulder trap was protecting. Once inside, move the pillar so it's under the sinking floor (you can tell by the texture), which will allow you to go back into the Catacombs and yank the pillar to the spot in the main entrance.

Temple of Poseidon

What do I do here?

If you find yourself in the Temple of Poseidon before you grabbed the four Tridents, go back to the Catacombs right

Continued from page 119

the area where you first saw the Fire Spirit and walk up to the north end of the room and turn around. You must jump across all three ropes to get to the other side of the room, then walk to the pole, and climb it. A few paths explored and couple of blocks jumped across, and you'll be done with this level.

Defeating the Guardian of Semerkhet

After leaping through the two spinning blades, slide down to the room below. Go into the walkway on the other side of the room and crawl though the space to your right once it gets too steep to continue. This room is a bit tricky, but as long as you're fast on your feet (blades will pop out if you're too slow), there's no real problem. Yank on the wheel lever for about five or six pulls, then run the path and



As soon as you pull that switch a few times, get ready to run!

get to the door before it closes (crawl if you have to). Don't stop unless you want to be skewered! Leap across the gap and go to the far end of the pedestal. Grab the Golden Vraeus from the back end of it and you won't have to worry about the blades. Drop down to the level below, leap over the small holes (many of them contain blades), then climb up the ladder on the far end. Crawl through the paths here and you'll find yourself back next to the wheel lever. From



You can't kill this bull, instead try to make him slam into the tiles.

here go back to the room with the stone map and place the Golden Vraeus into the slot on the wall. After the light has done its job, grab the Guardian Key from the "giant" pyramid. Place the key in the slot on the wall and a hole in the ground will open. Once you reach the hallway, go to the end and yank on the lever. The Golden Bull here is the key to help you escape, so check out the sidebar on the previous page for more details.

Once the train ride ends, the path to redemption is open

Collecting the Armor of Horus

You quest to gather each piece of the Armor of Horus is a large chunk of *Tomb Raider: The Last Revelation*. In fact, nearly a third of your overall experience with this game will be spent locating it.

An Egyptian Adventure

As soon as you've met your friend in Alexandria, grab that Laser Sight from inside his room and head back outside. Go down the south alleyway (watch out for assassins) and you'll find yourself in the Coastal Ruins. When you reach the area with palm trees, walk through the door-



Don't forget to grab this Laser Sight from your friend's room!

way to the south, and you'll come to the Egyptian Adventure Show - take down the boards with your pistols. Once you make it to the room with the large pyramid, head up the steps and enter the first boarded doorway on your right. Enter this room and gather the Crossbow on the other end (for tips on how to do this, check out the mirror question to the left). With this new weapon in hand, go back down the steps and go through the door on the other side of the pyramid. You'll have to pass a shooting gallery puzzle (again, check left), grab the Token on the floor, then make your way back to the hallway where the mirror room was. The second room in this hallway will have a mechanical swami; drop your new Token into the coin slot and take the rope upwards. Nab both the Broken Broom Handle and the left Hook (off the wall), combine these items for the Hook and

Pole. Drop back down, exit the room, and go up the stairs. Use your Hook and Pole on the barred window with the blue block. After you get the keys, leave the Egyptian Adventure and continue down the path with the palm trees.



Place your new Token into the slot and a way upwards will be revealed.

Gathering the Tridents

The second step to finding the legendary armor is to gather items found in the Library, but to do that you must first pass the Temple of Poseidon. And, if this wasn't confusing enough yet, to pass the Temple of Poseidon, you've got to find the four Tridents hidden



This is one fall you can't survive. To get to the other end, use both ropes to swing across, then leap on the ladder and climb down.

within the Catacombs! Once you find the entrance to the Catacombs in the Coastal Ruins (after exiting the Egyptian Adventure area, go down to the water and head right, the turn right again and follow the path), take out both the skeletons guarding it and jump across the platforms. Check out the Catacombs questions in the sidebar for a clue on how to enter the main structure. Once this is done and you've gotten the Water Spirit off your back (leap across the gap and locate the crucifix in the hallway), slide down the rope and hit the switch. Swing across the gap with the two ropes and climb down to the floor. Don't go up the stairs yet. Instead climb into the



Find this building for the Catacombs entrance, but watch for skeletons.

hole you'll find on the southern wall of this large chamber. After a bit of jumping and switch throwing (don't forget to look upwards for the path to the final switch), you'll unleash a Water Spirit – dive into the water to find the crucifix. Once you make it past this room (it's easiest to leap onto that middle platform from where you threw that final switch), you'll be in the area with the first Trident. Nail the skeletons, use the rope to swing across, then leap to the platform with your prize. Climb the ladder on the other end of the room, grab the second Trident in this new area, then climb the pole to safety. After making it back down to the main chamber by using the ladder on the wall, look for a ladder on the north wall. Make your way up to the second level in this room (you'll see a ladder after running a bit), and then leap across to the other side of the room, then climb the ladder found there. Walk to the left and grab that third Trident, then jump across to the other side of the room (use the rope



The paths to the Poseidon Statues are "hidden" near these carvings.

you'll see hanging there). There will be an opening to the south, leap into it, climb the pole and ladder, and the final Trident will be yours.

Placing the Tridents

After you have all four Tridents, go up the stairs you saw in the main chamber and you'll find yourself in the Temple of Poseidon. Once you've slid down the pole and walked forward a bit you'll be in a large chamber with a face carving on each end and a giant hole in the center. Stay away from that hole for now. The idea in this chamber is to fill that hole with water, but to do that you've got to return the Tridents to the four Poseidon statues found here. The path to each statue is near the giant face carvings, going left (clockwise) from the entrance here's the locations: Climb the wall to left of face, shimmy up pole in front of face, run jump over the fire-trap and enter hole to left of face, crawl under face. After all four Tridents have been returned, leap into water-filled pit and enter the next chamber. The Spirits can be killed with the crosses you uncover by shooting the vases in the four-pool room. The casket will uncover the first piece of the armor, the Left Gauntlet! With this in hand, walk into the newly opened hallway, and look up when you're halfway through.

Continued on page 124

away. Once you do have these items, you'll need to find the four Poseidon statues to attach them to. The path to each statue is near the giant face statues. For exact directions on how to find the Poseidon carvings, check the walkthrough to the left.



Lost Library

What kills the Fire and Water Spirits?

The Fire Spirits are a bit susceptible to the power of water. To get these hot demons off your back, leap into the nearest pool – you can normally find one near where the Spirit appears, although you might have to backtrack a bit. The Water Spirits, on the other hand, can be destroyed by crosses. If you do come upon one of these annoying pests, start searching around for a crucifix. Look carefully, though, as they sometimes are hidden in jars or other breakable containers. Also, a note for later in the game, sometimes the best way to get rid of a Spirit is to find another one of the opposite type.



How do I get past the room with the star pattern on the ceiling?

First of all, you need the three Golden Star Keys found throughout the Lost Library (the exact locations are in their own section on the next page). Once you have all three in your possession, place them in the wall sockets in this room. When all the doors are open, drag the globes to their place on the floor. The way you'll know if a globe is in the right position is if a tiny hologram globe appears above it. So, to save you countless hours of trial and error, here's the exact pattern that the globes need to be in from center to outside: Blue, gray, green, orange, and



Some helpful information on Saving your game

Thankfully having nothing to do with those annoying *Tomb Raider* save systems that plagued the first three games, *The Last Revelation* lets you save anywhere you want, however many times you want. That's right! No crystals to collect, no limited save spots: anytime you feel that death could be right around the corner, save away! So, what does this mean? Save like a madman! Really, doing this doesn't make you any less of a gamer, and it will save you many a headache in the long run.

then yellow.

Is there an easy way to solve the puzzle with the fire snakes?

Actually, yes! This age-old puzzle actually has a very simple solution. Just yank the levers on the snakes going counterclockwise for nine pulls and this brain twister will work itself out!



Hall of Demetrius

I've taken care of the guards, now what?

Go back up to the area where you "met" Von Croy, and note the scratches on the ground. Now just push the nearby lamp until it reaches the center of the floor markings (where they go a bit circular), and the way forward will be revealed.

Pharos, Temple of Isis

How do I get into the Temple?

The entrance to the Temple of Isis is hidden underwater. Swim around and you'll see a hole in the cliffside to the east. Go into it and follow the currents (look at the seaweed) to enter the Temple's chamber. Very important, though, if you don't have both the Pharos Pillar and Pharos Knot (found in The Lost Library and Hall of Demetrius respectively) you can not enter the Temple of Isis! With both of these items in your possession, go into the two passageways you'll find near the top of the Temple and place them into their slots. A door near the bottom of the Temple will then open. Beware of the shark!



Cleopatra's Palaces

How do I pass the spike traps?

The key to disarming these traps is a child's toy – a Mechanical Scarab. You can't even venture past these death-traps until you find all four Black Beetles (see walkthrough for exact locations) and use them to uncover the Mechanical Scarab (again, see walkthrough). Once you've combined the Mechanical Scarab with the Winding Key, place the toy down on top of the hole that lies on each side of the traps, then follow the toy through once the spikes retract.

Continued from page 123

Lost in the Library

When you reach the main chamber, go through the door to the far left. Dodging the wheels as best as possible, fight the Golden Axeman (his chest is weak), and pry the first Golden Star off the wall. Climb up ladder found in this room, walk through the hallway, and slide down pole. After defeating the two Axemen in this new area, drop down the hole to the left of the room. Defeat the horseman here (just shoot him a lot) and gather the Horseman's Gem found near his dead body. Return to the level above and use the Gem in the keyhole in that room. Pull on that rope to open the gate, then return to the room where you fought the first Axeman. Dodge the chains in the rear of this area and use the action button on the trapdoor at the end. Swim through the water to find the chamber that holds two more Golden Stars. With these in hand go back to the main chamber. Walk to the opposite side and open the left door, there are two puzzles you must solve here, look at the sidebar for details. Travel upwards once you solve the snake puzzle to extinguish the following Spirit and go down the new path from the water. You'll make your way back to the main chamber (although now on the second floor); from here go to the furthest door on the other side. The two Fire Spirits found here can be killed by backtracking to the water. Go back to that room and gather the Pharos Pillar. Go back out to the main chamber and go into the door on the far right of this side. Once you land on your feet,



Every time you pull a Fire Snake switch, it effects two more.



Once you push all the Giant Globes to their spaces in the planetarium, sparks will fly, and the door on the far end will open.

get out of that pit unless you want to get smashed and take down the Axeman. Climb the path the boulder rolled from and grab the switch to your left, then make your way to the top of the other lion's head. Pulling the rope there will open its mouth enough for you to enter. Pick up the torch you'll find in the next room and light it in the fire (activated by walking on the grates). With the lit torch in hand, walk down the pathway to the room with the wooden floor, and drop the torch on it. Once that burns through, go down and pick up the Music Scroll (it's very bright), then backtrack all the way through the puzzle rooms until you reach the main chamber's second floor. From here turn right and enter the only door found there. Stand next to the pedestal and use the Music Scroll, then walk through the newly opened passageway. Pulling the rope here will open the main doors, and allow you to



Be very careful of the spinning cogs while sliding down this pole.

exit the level! After you enter the Hall of Demetrius, walk down the hallway to the main chamber and go up the stairs to the right and grab the Pharos Knot. After returning to the main chamber and watching a fun event, exit this small level (check out Demetrius sidebar to the left).

Beetlemania



To kill the Fire Spirits lead them to water, then dive in!

Check out the sidebar for the location of the Temple of Isis and head up the southern stairs once you make it inside. In here you'll be able to grab both the Winding Key and two of the Black Beetles, but you'll have to face the wrath of the deadly Morgue Beetles. After prying both the Black Beetles off their slots, drop down into the pit that's now open. Run across to the other side of this new area (be careful, the Beetles are still following), leap up on the sloped pillar on your right, and if you hold down the jump button, you'll vault yourself up to the ledge.



Every time you collect a Black Beetle in this room, you'll unleash a pack of hungry pests, so be careful!

Up here you'll find the Winding Key, and the door in the level above will re-open. Dodge past the Beetles and go back to the main chamber with the stairways. Walk up the western stairs and enter the room with the black pyramid and you'll notice holes on the north, west, and south edges of this chamber. Slide down the west hole and leap into the water as you reach the bottom of the path. Then quickly make your way to the other end of the pit and pull yourself out before it ignites. Pry off the Black Beetle, and go back to the black pyramid room by leaping over the water to the slide. From here just go back to the main chamber. Now go up the only stairway you haven't tried (the northern path) and enter Cleopatra's Palaces. Go up the stairs past the fountain and travel up the slope, then turn around. Pry the faceplate here with your crowbar and do the same to the next one you see, then drop down the hole. Leap left as soon as you come to the end of the slide and keep heading left when you're in the water. Grab the Black Beetle here, and then backtrack to the black pyramid room in the Temple of Isis. Use all four Black Beetles on the pyramid, and collect the prize in the center. Once you combine the Mechanical Scarab with the Winding Key, go back into Cleopatra's Palaces.

The Final Armor Pieces

Use the Mechanical Scarab on the spike traps (see sidebar) to pass them, and then go up the first path you'll see to your left to grab the Right

Gauntlet. Go back to the room below and enter the other new door to your left, then turn right once you're in the hallway. Passing the spike trap, walk up the eastern stairwell and then go down the next one. Turn left in this new chamber and walk into the next room – there will be a switch hidden on the wall. Use the newly raised floor to leap across to the crack in the wall, then shimmy over until you can stand up – the Right Grave will be found here. Return to the room where you pulled the lever and look for the newly opened door in the south hallway, inside it will be the Pharos Knot. Go down the path to the far left of the two hallways you haven't explored yet, and use the Knot on the keyhole that resides up a small set of stairs. In the next room you'll see two small pillars, jump up on the first one. Do not hit the Golden Lara that appears – you'll take damage (she will be a target for birds as you go through this room, protect her!). Make your way to the top of this room (monkey swing across the gap in the second floor), and collect the Ornate Handle and Hathor Effigy found in wall holes on either side of the suspended top floor by grabbing the two levers. Combine these times to open the door here, and walk into the queen's chamber. You'll have a fight on your hands here, but it's almost as effective just to dodge past the two large enemies and search the two caskets to get the final two parts: The Left Grave and Breast Plate! Go through the hole and this quest is over!

Continued on page 126



You can't pass the spike traps until you collect the Mechanical Scarab.



Stuck in Cleopatra's Palaces? Don't forget to check the shadows, they often hide the way forward.

FLOWCHART

Collecting the
Armor of Horus

1. Coastal Ruins

Get key in Egyptian Adventure

2. Catacombs

Push face wall

3. Coastal Ruins

Light rope to pass boulder

4. Catacombs

Pull pillar under floor

5. Coastal Ruins

Return to Catacombs entrance

6. Catacombs

Gather four Tridents

7. Coastal Ruins

Return to Catacombs entrance

8. Catacombs

Walk up stairs on bottom level

9. Temple of Poseidon

Return four Tridents,
collect Left Gauntlet

10. The Lost Library

Find Pharos Pillar

11. Hall of Demetrius

Find Pharos Knot

12. Pharos, Temple of Isis

Collect three Black Beetles,
Winding Key

13. Cleopatra's Palaces

Get fourth Black Beetle

14. Pharos, Temple of Isis

Retrieve Mechanical Scarab,
combine with Key

15. Cleopatra's Palaces

Find other four Armor pieces

City of the Dead

Is there a way to take out the automatic guns?

Not directly. The only way to stop the automatic guns on top of the cathedral is to ignite the gas barrel behind them, but you can't even do that until later in the level. For now, just take the pain, and keep a health pack handy.

I can't seem to get to the other side of that pool.

To pass the pool you've got to unleash a very cold Water Spirit. Go back to the room before the pool, and on the west side (with the dead body) look up. One the end closest to the pool area you'll see a ledge that you can grab. Shimmy over until you can pull yourself up, and once you're on your feet, turn around. You'll notice a blue ball swinging with a small pillar in front of it across the walkway. Use a weapon combined with the Laser Sight to nail the ball, and a frozen water demon will immerge. Lure him to the pool and dive in. You won't be able to exit the water right away, so swim down the path and make your way back on dry land. Now you shouldn't have any problems crossing the pool.



Chambers of Tulan

How do I get past that giant enemy?

The trick here is to lure him into a trap, and what better place to do this than a huge chamber? Once the Egyptian Hammer God has you in his sights, lure him back to the large building you traveled through, but don't exit it out the other side. Instead, climb up on a block to the left of the chamber's exit, then turn around and do a running leap across to the ledge over the doorway (that leads into the chamber's center). Now turn left, leap over to the walkway, climb around the strangely textured block, and slowly make your way up to the roof. Pull the switch up here, trapping the Hammer God, then leap to the ledge on the right side of the chamber's roof. Use the rope to swing to the end opposite the switch (south), exit the chamber, use your bike to leap the chasm,



and the path the Hammer God once protected is now clear! Be swift though, this is timed, and those doors will open.



Citadel Gate

I'm stuck in a room with two giant caskets, what do I do?

The main thing you'll have to do in this area is pull all four of the numbered switches. That's right, there are only three switches on the wall – the fourth is a bit hidden. First yank the middle switch (the one with two dashes over it), then go to the southwest corner of the room and jump to the ledge above. Up here you'll find switch four. Pull on that and then drop back down to the other three levers. Hit the one on the left and then the one on the right, you'll then see that both caskets have moved. Go into the southern one first.



Trenches

OK, that gun with spitting fire is really starting to piss me off....

Not to worry, it's actually quite easy to knock out the automatic gun near the beginning of the Trenches. As soon as you enter the room with the gun, head right and drop down behind the boxes. The key here is to stay kneeling and make your way to the far end of the room. If you don't stand up the gun won't be able to track you, meaning it should still be facing the entrance of the room by the time you reach the end of the path. Once here stand up, use your revolver/Laser Sight to lock onto the gas tank on its back, and fire away.

I'm at the Jeep, now what?

Use your crowbar on its exposed engine to receive the Valve Pipe.



Climb out of the tombs and roar into the City of the Dead

Saving a Friend

The quest that has you searching for your friend in the dark underbelly of Cairo is easily one of the toughest parts in *Tomb Raider: The Last Revelation*. In fact, by the time you finish this confusing maze of backtracking, you'll be more than ready to take on the final levels.

Opening the Gates

Starting in the City of the Dead, fire at that guard on the right side of the cathedral's steps, and once he's down search his area for the very important revolver. Get on your motorcycle and start driving. The path will intersect after a few turns. You should go north here, then take a right at the next crossroads. Automatic guns will fire upon you, but there's nothing you can do right now. As soon as the path ends, leap off your bike, turn south, and kick open the door there. Drag the body you'll find here off of the grate, then run back to your bike and head down the road back the way you came. Take a left at the first intersection,



Use this hill to vault through the gate and into the sewers.

get off your bike, and crawl through the opening on the building to your left. Pull the lever in this room, and go back out and hop on the bike. You'll see a pile of sand outside, and a raised area behind it with a fence. Use that sand hill to leap up to that area and crash through the fence. Get off your motorcycle after you make the first turn in this sewer and climb up on the ledge. Jump into the hole,

climb out of the water, then make your way to the room with the pool. Take a look at the sidebar on the last page for an indication on how to pass this area, and then once you cross the pool and yank the switch, go into the door it opens (in the room where you unleashed the spirit). Travel until you hit the area that leads back outside, fall off this ledge backwards, but don't let go! Crawl over until you can lift yourself up, then do a running jump to the lever on the wall across from you, opening a gate. You will now be at the beginning of the level; back-track to your bike. Take your bike through the false wall, and ride to the gate you just opened. Go up the staircases until you reach the top, then use your motorcycle to leap the ravine and get off. At the southern end you'll find an opening, and on the other end of this new path, a lever. Pull this, get back onto your bike, drop down to the stairwell, go up to the top, and go over the small ledge on the other side of the ravine. Now go back to the room where you pulled the dead body off the grate and go into the crawlspace, find the switch, and throw it.

Drive back to the stairwell area, but this time only drive halfway up. Get off your bike and search for an opening on the northern wall. Walk down this hallway until you reach an opening, then do a running leap across the gap (don't worry about the gun here, it's broken). Go through the doorway and you'll find yourself on a rooftop. There are two guns on the roof across from you, but they can be destroyed if you aim your revolver at the gas barrel between them (use the Laser Sight). When they are destroyed, leap over to that rooftop and yank the lever found there. The final gate (next to this building) is now open, drive your bike through it! Now, wasn't that easy?

Find the Nitrous Oxide Canister

Walk through the Chambers of Tulun, then follow our directions on the sidebar on how to pass the giant beast you'll soon meet. With him out of the picture, go to the wheel lever he was guarding and give that a few yanks. Enter the door that the lever opened and climb the ladder to enter the Citadel Gate area.



The Hammer God, relentless in his chase, will follow as you make your way up the Chambers of Tulun. One false move and get ready for a world of hurt!



Once you reach the top of the Chambers, throw that switch and then swing over to the opposite side.

After you've talked to the man on the ground, follow the path (dashing past the huge creature) and then, after making your way up a few ledges, drop down into the area with the two caskets. Our directions on the sidebar will tell you what to do here, then walk up the new path until you see a rope. Swing across to the ledge on the other side, turn east and leap onto the shingled roof, then leap on the two other ledges in that direction. After you've landed on that second ledge, turn south and leap onto that wall (keep the action button held!). Shimmy to the other side of the wall (going left), and drop down to the ledge below. Leap across to the ledge on the east side, then jump up at an angle to grab the roof. Monkey swing to the other side. Drop down, grab the ledge below you, and swing over to the left. Drop down when there is a ledge beneath you, turn left, and then leap to the next platform. Jump to the next ledge, and follow the red-colored hallway until it ends. Now leap to the area where the burning jeep is, and grab the Nitrous Oxide Canister on the ground. Turn to the south and leap across the ravine. Now make a dash back to the beginning of the level, and then exit back



Skilled jumping is needed if you hope to pass these city streets.



The only way to pass the fire spitting automatic gun is to duck down behind the boxes, and slowly crawl your way behind it.

to the Chambers of Tulun.

The Second Half of the Nitrous Oxide Feeder

At the bottom of the ladder, head right and follow the path until it leads you back outside. Get on your bike and exit the level on the path that leads north, you'll now be in the Trenches area. Get off the motorcycle after you clear that first hill and head east. After you destroy the automatic gun (check out the Trenches sidebar), leap up to that crawlspace it was protecting. Traveling down this path you'll notice a crawlspace to your left. Go into it. Pass the steam vents, then turn right and hop up on the ledge there to your left. Turn around and aim your revolver at the automatic gun, and take it down. Now go back through the crawlspace with the steam vents and continue down that path. Go right at the first intersection, then when the path turns left, drop down and enter the crawl-



Tired of those automatic guns? With this card, you can pass unscathed!

space to your right. After passing the steam vents, pick up the Weapon Code Key. Now the automatic guns will no longer fire at you! Head back out to the path and leap up on the ledge in front of you. Now swing across to the other side and drop down when there's land below you. You'll find the Valve Pipe in the jeep, then with that in your mitts, backtrack your way to the Chambers of Tulun and find your motorcycle.

Path to the Street Bazaar

Now that you have the two pieces to the Nitrous Oxide Feeder, combine them and attach it to your bike – you will now be able to boost by using the dash button! With your newly powered-up motorcycle, use the broken stairway on the east side of this level (on the northern end of the ravine) to jump up to the level above, then get off you bike. Slide down the path, and head down the northern passage to find the torch. With this in hand, go down the eastern path until you reach a door on your left, which you will have to kick open. Light the torch in the fire here, then go back up to the main room. Use your lit torch under the fire sprinklers on the second level, walk into the door that opens, turn left, and yank the lever. Now

Continued on page 128

Street Bazaar

I'm not that far in this level, but I'm already at a room that seems to be a dead end!

Make sure you've collected the Handle and Car Jack body from the main room, and then combine them. Leap up on the block found in the room you can't pass and use your new item on the small wall of bricks on the end. That should pop open the trapdoor above you, allowing you to continue on your way.



Citadel

I'm at a room with four movable pillars, what do I do?

You're at the Compass Puzzle room, actually one of the easier puzzles in this game. All you have to do is note the letter on top of each of the pillars, then move them to their corresponding spaces in the room. Which piece goes where? Use your compass to find which space is north, and then push the pillar with the "N" written on it there – step and repeat for the other three pillars.



Sphinx Complex

How do I get across the first major chasm?

You're probably stuck at the chasm to the north after leaving the room with the two levers – this is a potentially glitchy area, so you might have to make a leap of faith. Instead of sliding down to the ledge below, keep on the right side of the chasm until you can't travel any further. Now make a northern running jump to the steep hill in front of you, and if you angle it just right (perhaps turn your body a slight bit west), you'll land on the hill and not slide off! Now, hold down the walk button and keep heading north. When the "invisible" path ends, back up one step and doing a running leap to the other side of the ravine, and go on your way. **I read the tablet at the Sphinx, now what?**

First of all, make sure you have the two major items on this level – the Metal Blade and Wooden Handle. The first item is a bit past the chasm we describe above, and the second is hidden

in a box on the other side of the Sphinx (you'll have to traverse a large ravine). Combine both this items, and then use the shovel on the dark area right in front of the tablet.



Underneath the Sphinx

Is there any way to stop the two bulls?

These invincible animals sure can get annoying, but you can trap them in the cages on the opposite side of the room (right next to the entrance). Lure the bulls into these small chambers, then run outside and nail the switch next to the door before they can escape!

How do I open the doors in the main chamber?

The six gates in this area (three down each hallway) can be opened when you push the three tablets in the correct sequence. Take a look at the Surviving the Sphinx section for the exact codes.



Pyramid of Menkaure

In the first room, I see the trapdoor, but can't reach it!

This is actually quite simple – for some reason you can't grab the trapdoor handle if you're looking at the wall. Turn around (so you're facing north), and then try again.

I have the Guard's Key, now what?

Backtrack to the pyramid's base (the ravine can be crossed by grabbing on the left side and swinging across), then make your way up the giant structure. You can climb the pyramid by keeping on the darker tiles (the first one is on the side closest to the ravine), and once you get to the doorway, whip out that key.

Inside Menkaure's Pyramid

What do I do in the first room with the mummies?

This room with a large stone container can not be passed unless you shoot the star from the top of the stairs. Can't

Continued from page 127

go back to the room where you found your torch, leap up on the new box, and jump across to the ledge on the east side of the room. Drop down, whip out your handguns and face north. Blow away the boxes to reveal a gate, then fire at the lock (it's kind of hard to see) with your revolver. You'll find the Roof Key past the gate; now go back to the room where you pulled that last lever (past the sprinklers). This time go right and follow the path back to your bike, then head back to the Trenches level. Get off your bike in the same area as before, walk to the right and up the stairs. While on the stairs turn right, hop up on the ledge there, then turn right again and leap up onto the handle hanging there. Once you open this trapdoor, climb on up. Before you drop from the second crawlspace, shoot the piece of concrete that will be in your way, then swing all the way around until there is a ledge below you. Monkey swing across the gap, use the Roof Key on the door found there, and then jump across the gap again. Swing across until you can lift yourself up, go up the path, and shoot the button across the way with your revolver. Now drop down to your bike. There will be two sets of stairs to your left – nitro boost up the right one,



Use the Nitro on these stairs and fire up to the next level.

then climb the ladder to enter the Street Bazaar.

Destroy the Monster!

In this first room of the Street Bazaar, collect the Mine Detonator Body, the Handle, and the Car-Jack Body (combine the last two). Push the red



Sure, the lightning looks pretty, but one touch and you'll go up in flames.

button, go through the door it opens, climb the ladder, and leap across to the right platform. There will be a crawlspace to your right, go through it and use your Car-Jack to lift the trapdoor on the ceiling. Run past the lightning strikes (don't get hit!), and maneuver the box with the object on top to the tile that the lightning hits, then go to the blue bridge, and leap across to the wall on the other side. Keep shimmying left until you have a ledge below you, then go through the crawlspace. In here you'll find the Mine Position Data. Combine it with the Mine Detonator Body. When the bull comes running in, have him smash the boxes in the southeast corner of this room, then follow the path until you find yourself back in the trenches level. Walk to the blue stairs (in the main area), then keep walking until you see a ledge on your right side. Jump up

here and get on the box half-covered with sand. From here jump up to the next level, and climb the ladder to re-enter the Street Bazaar. This time go through the other door in the main room, and keep heading left until you reach the skull and crossbones. Use your new Mine Detonator on the minefield, hit the button, go through the new door, and ride your motorcycle back in. Go up the hill to your left, nitro jump the next hill, and travel back to the fallen man in the start of the Citadel Gate (keep heading left).



Shove this crate to where the lightning hits for an electric reaction.

Fun in the Citadel

Once the cinematics are over and you have control of Lara again, turn left and keep heading that direction until you climb a set of stairs. There will be a room here with a torch on the ground (on the right side). Grab this, light it, then go back down the stairs. The room past the stairwell will have a large rope hanging



Fire and oil soaked rope doesn't mix, as this shot reveals. But, then again, perhaps it will open the way to the depths of the Citadel.

across the ceiling. Leap up and burn it with your torch, then go back to the room where you saved your friend – there should now be an opening in the floor, drop into it. When you reach the large chamber, jump to your left, and then hop up on the ledge to the west. Drop down the other side and grab hold of the ledge, then start swinging to your right, and drop down to another ledge when you can't move any further. Keep moving right until you reach an area you can pull yourself up and proceed down that crawlspace. Drop into the water, and hop up to the ledge on the end of this short hallway. When you drop out of this new crawlspace, hold down the jump button, leap backwards off this slope, and forwards off the next, then grab onto the ledge in front of you, and shimmy to the left. Once you can pull yourself up, turn around and leap across the gap, and make your way up the stairs. Pull the lever up here, then drop down the hole to your left. Head north until you reach the Compass Puzzle room. Once this is solved (see sidebar) go into the western door. Leap into the water and take the southern passage until you reach an open room, there will be a lever for

you to pull on the ceiling, then go back to the area you dropped into. Swim downward into the north passage until it ends, then go back into the Compass Puzzle room. Now go into the east door, yank on the lever, and go back into the water through the western passage. The water should be lower now, so pull yourself up the western ledge and pull the lever. Now swim down the northern passage again, and yank on the rope at the end. Go through the now open door in this room, and leap up the crawlspace found in this small chamber. There will be two undead crusader skeletons in the next room. The idea here is to have them bash down the door at the end of the elevated walkway with some fancy dodging. Go through that door, pull yourself up, and run northward between the two sections, and this part of Lara's quest will be over.



You'll have to do a lot of swinging in the Citadel.

FLOWCHART

Saving your Friend

1. City of the Dead

Open the gates

2. Chambers of Tulun

Trap Thunder God

3. Citadel gate

Find Nitrous Oxide Canister

4. Chambers of Tulun

Head to Trenches

5. Trenches

Find Valve Pipe, combine with Canister

6. Chambers of Tulun

Make way to Street Bazaar

7. Street Bazaar

Find Mine Detector Body and Position Data, combine

8. Trenches

Make way back to Street Bazaar

9. Street Bazaar

Go to Mine Field

10. Trenches

Deactivate then cross Mine Field

11. Citadel Gate

Ride to fallen man

12. Citadel

Retrieve Amulet of Horus

find a star? Use your revolver with the laser sight and look up, then zoom in – there is a star "hidden" in an indentation in the ceiling. Now with the star gone, the stone container will sport a hole in the center of it, allowing you to continue on your way!



The Mastabas

How do I enter the Mastabas area?

The Guard's keys you should now have in your possession will open the gate on the opposite side of the chasm where you gathered the wooden handle (Sphinx Complex). After exiting the Menkaure's Pyramid, make your way past the Sphinx, and then after you make the first major jump across the chasm, turn left (south) and head to the large door.



What do I do in the room with the three lion heads?

You'll face quite a few of these rooms within the Mastabas; all you need to do is whip out your Laser Sight-equipped revolver and shoot the gems out of the mouths. If you start running low on ammo, be sure to fully explore the small underground mazes – many of them have extra Revolver shells!



I'm stumped in the room with three scales.

Each of the scales needs a certain element; earth, fire, and water. If you've collected the Jerrycan near the beginning of the level (it's between the two gas pumps), nabbed the Bag of Sand and Small Waterskin from the lion head rooms, and found the torch hidden inside the maze leading to this room, you're all set. First fill up the Waterskin near the back of the room, and use it on the scale with the wavy lines (the left one). Then use the Jerrycan on the

The sphinx will test the wills of even the most skilled....

Surviving the Sphinx

OK, we lied about the "Saving your Friend" part being the hardest area in *TLR*. True, that quest was damn difficult, but it can't hold a candle to what you'll find beneath the Sphinx in pure, unsaturated frustration. Follow along, and we'll try to make it as easy as possible for you.

Entering the Sphinx

It starts simply enough – when you first enter The Sphinx Complex level, run down the path and take out both guards. Be careful to note where they fall, one of them will drop the keys you

need to open the door on the left (north) side. To pass through this next room, you'll have to leap over both chasms to the left of the entrance, and yank both levers found on the far sides, then



This is a strange jump, you almost have to walk on air to pass.

go through the door that opens to the west. You'll now be in a clearing with a chasm on either side of you, head north first. Take a look at the Sphinx Complex sidebar if you're having problems crossing the first gap, leap across the second chasm to the north, then enter the building to the east. To pass this room you'll have to push the bookcase on the south side a few feet, then blow away the grate hidden behind it. Crawl into the next room and collect the Metal Blade found there. Hit the button, exit through the

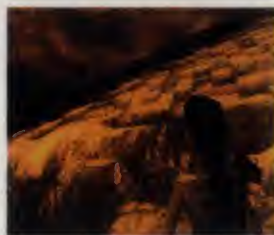
Continued on page 130

middle scale. Light your torch on another in this room, put that to the gasoline, and you'll have two scales done! Now just pour the Bag of Sand on the last one, and a door to the west will open, allowing you on your way!

The Great Pyramid

How do I get up the Great Pyramid?

After you've cleared the buildings in this area, and now face this Great Pyramid, head to the most northern part of the ledge that faces this giant structure, and leap across. To climb this beast, you'll have to look carefully at the stones – the darker ones can normally be walked on (they are more gray in color). You'll eventually head over to the west side, but the journey up this pyramid will have to moving in both directions, as well as climbing up and sliding down certain areas. Save often, watch out for rolling boulders (you can normally duck underneath them), and take your time. It ends at a point when you can't move any further west (and are just about past the ravine), meaning you have to take a running jump and then slide down to the path below.



Kufu's Queen's Pyramids

There's a locked door in the armory, where's the key?

If you don't have this key yet, it's much too late. If you saved the guard who gave you the Guard's key in the Pyramid of Menkaure level, you'll also receive the Armory Key. Since you can't open the door now, that probably means you let him die. The room contains one of each weapon you've collected so far in the game, which actually isn't that big of a deal. So, as long as you have plenty of ammo, there's nothing to worry about.

There's a long jump I can't seem to make....

Ah, this can be a bit confusing. After you leap across the gap for the first time, you head right, then up, and now you're supposed to make a long jump to the north and land on a ledge. If you keep missing this ledge by inches, try this: Don't push the action button after jumping. For some reason doing this cuts down the distance you can leap, causing you to just miss the edge of the platform. So, do a running jump and don't touch another button until you reach the other side.

Continued from page 129

large door, and jump back across the chasm to your left and you'll be back where you started (well, back to where you started jumping chasms). Now leap across the chasm on the south side – this can be done by sliding down the slope on the western side – turn south and jump to the next platform, and then head to the ledge to the west. Now turn left at the crossroads and pass the Sphinx – don't go between its legs yet. You'll now be faced with another chasm. Slide down and leap straight ahead to the ledge. Head to the north side of the chasm and destroy the two boxes on that end. One of these will hold the Wooden Handle. Combine this new item with your Metal Blade to create the Shovel. Now use the box to the east to leap over the Sphinx's leg, read the tablet found under this giant structure, then use your shovel on the dark patch of earth nearby.



The way down to the tombs beneath the Sphinx is between its legs.

Searching for Stones

Now that we're underneath the Sphinx, follow the cave until a gate slams close behind you. You'll see an altar in front of you with three stone tablets, guarded by two "frozen" bulls. These bulls will come to life as you enter, so the first mission here should be to get these troublesome foes out of your hair – check out the sidebar for an idea how to do just that. Once this main area is bull-free, go down the hallway to the west, and pick up the Parchment on the ground near the skeletons. This piece of paper will translate the tablets on that altar, so go back and spell out

the word DIE. By doing this, the first gated door will open (the west door down the west hallway), so go through it. Leap over the two chasms here and take out the bats, then enter the room with the two statues. There are four holes in the wall here (two on each side); these are where you'll place the four stones to exit this level. No stones on you? Well then, let's go find them! The other five gated doors (the other doors are down the east hallway) can be opened by codes found in this room with the statues. Whip out your binoculars and use the nightvision option while looking at the indentations in the ceiling above each hole. Then again, just check out our handy Door Codes section and save yourself the trouble.



Trap the bulls within these cages. Be careful, you're the bait!

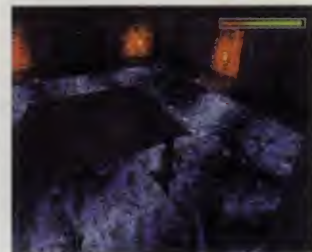
Stone of Maat

Go back to the altar and enter the code DEI, now the north door in the west hall should be open. Once again, leap over the chasm (you better get used to this) and take out the bats. When you reach the end of the path, duck down and go through the crawlspace to your left (north) first – this will lead you to your first stone. Head left whenever there's a junction (go through the shadow area), pick up the Stone of Maat, and crawl back out. Now enter the crawlspace on the opposite side, take the first left, then right, left, and then right again to find the switch that will allow you to exit this area.

Stone of Khepri

This time enter EID at the altar and go through the south door in the west hall. This is actually the easiest stone to

get. Leap over the chasm, kill the crocodiles, and run into the watery room. To open the grate in the center of the room you'll have to activate the four switches on the north and south walls. Once you drop down and grab the Stone of Khepri, go to the switch on the west wall and head back to the altar.



This Stone is being guarded by a bunch of crocs and a few switches.

Stone of Re

After entering IED, go down the east hall and enter the far (east) door. When you reach the room with the nine niches, be very careful. You'll only want to hit two of these switches, the third one (from left to right) on the north and east walls. If you accidentally activate any others, Tomb Beetles will suddenly be enjoying their next meal. With the Stone of Re in hand and the way out open, leave this area.



Be very careful when reaching into these holes, only two of them will help you. The others? They hurt.

Stone of Atum

Ah, now is where the true fun begins. After hitting the tablets to spell out EDI, you will be able to pass through the southern door in the east hall. This is one of those crazy underwater mazes, and could potentially be the most aggravating part of the game, so follow these directions very carefully. Swim down and take



This is the room where all your collected Stones will come in useful. The codes to open each door are hidden above the holes, not that you need them.

the southern path at the first junction, then head east at the next. When you hit the next junction you'll be able to go up or south, go south. Continue swimming south until you hit the surface and pull the switch in this room. Now, this is very important, backtrack to the entrance (all the directions will be from the entrance, we want to keep the confusion level as low as possible). To do this keep going forward (north) at the first junction, swim west at the second, then go up at the next two. Now for the second switch, take the south path at the first junction, now go west at the next, and up at the third. Hit the switch, dive back in the water, go east, up, and up again to reach the starting point. After taking a full breath of air (having fun yet?), this time take the eastern corridor, swim south, south again, west, and then up at the fifth junction. After you've thrown the switch, go east, north, up, west, and then up again to reach the entrance. The fourth switch can be found if you go north at the first junction, east at the next, and that's it! Yank on that prize, then dive back in the water. Going down the first junction and then up at the next will lead us back out. The final switch and Stone of Atum (yes!) can be found if

you first swim down the eastern corridor, go up at the next junction, and then follow the path to the chamber. Pull that switch in here, grab the Stone, and head back out (just swim west then up).



Take a deep breath before you leap into this watery maze.

The Trap Door

If you did everything correctly, you won't even need to worry about this section, so just continue on to the next chapter. On the other hand, if you entered a wrong code at the altar and didn't save your game before this (shame on you!), you'll have to make



It's not impossible to survive your trip through the Trap Door, but man, you'll take a lot of damage...



These tablets translate into I-E-D. Check out the chart below for the codes to open the doors.

your way through the Trap Room (east hall, north door). The idea here is to make it to the exit without dying, something that sounds easier than done. In other words, save a lot, you'll most likely die more than a few times. Time the blades carefully, don't rush, and after you've passed a few dozen traps (more or less), you'll find yourself back in the main hall.

Leaving the Sphinx

Now that you have all four Stones, enter DIE at the altar and re-enter that first room. Place all four Stones into their corresponding niches, and go through the door that opens. Take the next corner carefully (it drops off without warning), take out the bats, then jump up and monkey swing across to the other side. In this next room you'll need to grab all four Holy Scriptures and make it out the other door before the spinning blades make their way down (in other words, run!). There will be blade traps in the next room, so keep jumping through it, and then monkey swing over the next gap. Follow the path and you're out!

That's it for the detailed part of this walkthrough, check out the sidebars for hints on the last few levels.

DOOR CODES

Combinations to unlock:

Tablets translate into I-E-D

Door 1	- DIE
Door 2	- DEI
Door 3	- EID
Door 4	- IED
Door 5	- EDI

What am I supposed to do inside the Pyramid?

There's a strange maze inside Queen's Pyramid, but if you keep heading for the outside right side whenever possible (go right, then left, right, left, right, etc), you'll end up in a Star Room. If you're still wondering how to enter this area, in the clearing between the two pyramids (where you killed a giant scorpion and beetle) push the stone block as far as it will go. Now a door should be open on your left!



Inside the Great Pyramid

I'm in a room with four star-shaped indentations in the walls, but I only have three star keys.

Yikes! It sounds like you haven't entered the Queen's Pyramid yet. Back-track to that area and grab it (look for details above).

Temple of Horus

What do I do in the room with the scale?

As you've probably noticed, there's a scale on one end of this room, and a caged beast on the other. The goal here is to fill the water jug on the scale so it balances with the other side. If you tip the scales too much, the beast will be unleashed, and pain will ensue. So, how do you know how much water to put in the jug? The marks above the springs will give you an indication (unnecessary hint: the first room is two liters). To do this grab the Large Waterskin (which holds five liters) from the ground, and fill it in the spring. Now combine it with your smaller Waterskin (which holds three liters) and the Large one will have two liters left, then use that on the scale. There's a couple more of these rooms, but they all use the same logic, just different amounts of water.

How do I beat the last boss?

Hah! You don't really beat the boss as much as run away from it. Leap into the water right away, and search for that Amulet. The blue beam will keep you safe from his blasts, but you'll never beat the game if you stay in there forever. So, what you have to do is make your way up the level, dodging traps and the bosses blasts. Easy, right? Actually, as long as you still have a few health packs left, and save enough, you shouldn't have that big of a problem. Once you get to the end of this small level, crack open a beer, and sit back for the ending.

Game over... Yeah

We offer a one-stop pit-in on the tweaks and maneuvers necessary to become victorious in Championship mode, along with all the cheats and tips you'll need. **by David Hodgson**

Skids and Slides

Make the most of the Time Attack and Practice modes before attempting any Championship races, as this is the opportunity to learn how your car handles and how to pull off basic maneuvers, such as sliding. Once these are controlled, speeding around a race course becomes more intuitive. Sliding, or powersliding, is achieved by approaching a corner, turning into it severely, and countersteering around it until you straighten up again. Powerslides are the key to your success in the game.



Our Renault Maxi is in mid-slide. When you see your back end slip, countersteer and straighten up.

Voices in your head

A number of races have very poor visibility due to fog, rain, or lack of daylight. Negotiating these tracks becomes less reliant on your view ahead

and more on the instructions your navigator is barking at you. Follow these directions but also watch for the odd directional mistake (usually a "medium left" is an easy left, causing quick reactions to avoid a meeting with a side wall), as learning the track is the only way you'll ever achieve a first place in all 10 championship years. Also, the signs appearing on your screen help, but nothing works better than course memorization (especially in fog). You may also want to

change the navigator to the female, as she's slightly clearer. And turn off that music. That'll help.



Our Renault Alpine just straightens out from a corner, and we look for signs to prepare for a sharp turn.

Steering

You may change your steering to loosen or tighten the turning arc of the car. The looser the setting, the longer it will take to turn a corner, making it almost impossible to swing around sharp turns. One plan is to adjust the settings to loose only when you're about to take to a course without many sharp turns (such as the first Desert track), as you'll speed along at a greater rate with looser steering. A better plan would be to leave a car's steering completely alone, as

Championship Tactics — The winning way

There's a number of tactics to employ during the 10-year Championship season. First, choose the Peugeot 306 Maxi after claiming it in Arcade mode. This provides four-wheel drive, great cornering and speed, and should be more than adequate. Alternatively, change your car to the vehicle you just acquired in the previous season and keep playing each season until you come in first, otherwise no car will be awarded. Once you've acquired the Lancia Delta Integrale, keep using that (or the Peugeot 306 Maxi), as the cars awarded after year seven tend to be "classic" motors (that's a tactful way to say that they're plodding, rusting heaps of metal). Don't fiddle with your

settings until year eight, don't ever brake (ease off the gas instead), power-slide around every bend, never hand-brake, and always know the position you need to reach in order to come in



One of the mountain course variants shows a behind-car view. Not recommended due to a lack of visibility.

first in the fourth race. Finally, use the internal view – it allows you to predict a slip more quickly than the external view, and you can see the entire track in front of you.



The same view from the internal camera. See the track and react to opponents and powersliding quicker.

SEGA RALLY SECRETS**Fiat Seicento**

This nippy little wagon becomes available once the Championship mode is completed.

**Open all tracks**

Press up, left, down, right, B, A, B, right, down at the title screen.

Access every car

Press up, down, up, A, left, B, B, down at the title screen.

Change frame rate

Press up, A, down, down, left, right, B, B, down at the main menu. This will run the game at 60 frames per second. Press up, A, down, down, left, Right, B, B, up at the main menu. This will run the game at 30 frames per second.

Increased display rate

Press Y or R in mode select or when selecting a track to reduce the detail in the game.

Hidden track

Complete the Ten Year Championship and gain first place in each year to unlock the Special Circuit.

Change car color

When selecting a car, hold down the L button. This changes the livery of some (but not all) cars.

Replay camera shift

When viewing a replay, use the A, Y, or X buttons to play with the camera views.

Car preview

Use the D-pad to move the car around in the preview screen.

Secret Riviera area

In Arcade mode, choose Championship or Practice mode and go to the Riviera track. Around the last U-turn, you'll notice two cones on the left wall just after the curve. Knock them both over, turn around and check the side of the track for a tunnel. Move through the tunnel and into an oval sub-track where cones can be run over for points. That's fun.



the default settings work fine. Only change your steering to a tighter setting when encountering severe road conditions such as ice or snow.



A Celica with a tight steering allows less "dead steering" before the car turns. You'll turn sharper, too.

Brakes

As with steering, the looser your brakes, the less they'll grip the tires and actually pull your car to a stop, so only tweak this setting to loose if you're racing around circuits without many severe turns. Once you're proficient at racing, you'll almost never use the brake – except on U-turns and extremely sharp corners. On all other turns, simply let go of the gas, find the racing line, and turn the corner like a professional – otherwise you'll never have enough speed to complete the courses.

Suspension

Here's the plan: Don't mess with the suspension. It hasn't effected our tests enough to secure a sizable win in any of the modes. If you plan to post your time online and are having trouble beating those previously posted, then try a little suspension tweaking, but remember that the softer the setting, the more contact the wheels have on the road. This helps in muddy and true off-road courses where sliding around corners is regulation. Move the front settings to hard and you'll hold the position of the front of your car rather than swinging the hood out. This is good for holding corners, especially if the rear suspension is soft (and therefore swings out).



Our Impreza has hard front and soft rear suspension. This leads to the rear end skidding out even more.

Transmission

Generally, you should stick with automatic. However, the far better times are achieved with manual transmission, as stick-shift motors have a higher top speed (useful when you want to post times). Note that the lower the number of gears a car has, the faster it will reach top speed, but at the expense of controllability. A high number of gears gives you great control, but less speed. Eventually, you'll gain the respect of all the tracks by memorizing them, and you'll be able to control your car with greater finesse. Then switch exclusively to cars with six or less gears that you've tamed on winding courses previously.



The optimal time to shift gears in manual transmission is at around 4000-4500 rpm.

Tactics for Year 10 – Unlocking the Secret Track

In the first course, you need to place twelfth, ninth in the second course, fifth in the third, and obviously, first in the fourth. This involves some hard driving and the ability to steam through S-bends without slowing down. Hit every racing line, hugging the sides of the track until you reach a corner, then head wide through the apex of the bend and wide onto the other side. In the desert track, for example, you can make sixth by the stone bridge if you predict each previous corner well in advance. The only time you'll need to tweak your car is to change the wheel type on the fourth course – to Asphalt Wet. The sharp corners here can be taken at surprising speeds, so try moving through them without braking – just ease off the gas.

Once you've unlocked the secret course, you'll race against an opponent who's half a lap ahead, but this is a timed event and not a race, so you'll never see him. The tight width and two



On the Desert track, do better than us – be in sixth place at this point.

sharp turns are your biggest problems, so once you lose the first time you play (and you will), return to Time Attack,

choose the new course and learn it. Your lap time should be around 50 seconds – this is enough to win.

PlayStation Codes

Bond, boxers, and bikers get the latest in power-ups, invincibility, and freakish hidden features

Army Men: Air Attack

Enter these codes in the password section.

Play's intro E3 movie - Square, Down, X, Down, Right, Right, Up, Up
All copilots - Up, Down, Up, Down, Up, Down, Up, Down

Infinite items - X, Square, Circle, Circle, Square, Circle, Circle, R1, R2

Grand Theft Auto 2

1,000,000 points - BIG SCORE

500,000 dollars - MUCH CASH

5x multiplier - HIGH FIVE

All weapons and ammo - NAVARONE

Debug mode - NO FRILLS

Disable law enforcement - LOSE FEDS

Display coordinates - WUGGLES

Level select - ITS ALL UP

Maximum "Wanted" level - DE-SIRES

Unlimited energy - LIVE LONG

G-Police 2

Enter these codes as a password.

Unlock all 15 bonus missions, FMV sequences, music test, and art gallery - UTOPIA
Unlock all 31 missions - PLINTH

Knockout Kings 2000

Enter these names in at the boxer creation screen in career mode in order to unlock these characters. Press Circle at the pre-fight ranking screen to save the boxer for use in career and exhibition modes. " " indicates a space.

GARGOYLE - gargoyles

SHMACKO - clown

ROSWELL - alien

Q_TIP - Q-Tip, from the band A Tribe Called Quest

TIM_DUNCAN - Tim Duncan from the San Antonio Spurs



MARLON_WAYANS - Comedian Marlon Wayans.

MARC_ECKO - Marc Ecko, the founder of the Ecko line of clothes.

JERMAINE_DUPRI - Hip-hop musician Jermaine Dupri.

Mission: Impossible

Enter these codes as passwords, under "Load Game"

Secret message from programmers - TTOPFSECRET

View all FMV sequences - SEECOOLOMOVIE

For the rest, ignore the "Bad Password" messages.

Slow-motion mode - IMTIREDDO-DAY

Turbo mode - GOOUTTAMWAY

Super jump - BIONICJUMPER

Disable AI - SCAREDSTIFF

NHL 2000

Computer has no goalie

While playing against the computer anytime during the game pause and switch your controller to the other teams in the "controllers" option. When you are in control of the other team, pull the goalie. Unpause the game and pause it again. Switch your controller back to your original team. Unpause the game and the computer's goalie will be gone, giving you a free pass to score. If only life was this easy.

Super players

For Super players just go to crate player under player management and enter in the name "Joe Sakic." It will then ask if you want to use his ratings. Say yes. You can now tweak his stats and his name but don't change something important like his playing type or else it will reset his points.

Taunt the other team

After scoring a goal or having a fight press and/or hold the triangle button and you will hear laughing, jeering, or comments from the crowd.

Sled Storm

Play as Sergel - Square, L1,

Square, L2, Triangle, R2, X, Circle

Play as Jackal - L2, L2, Circle, R2,



Square, R1, L1, Triangle

Storm Sled - Circle, Triangle, Square, R2, R2, L1, X, Triangle as a password to unlock the Storm Sled in single race mode.

Storm Sled/Sergel - Enable the "Play as Sergel" code. Circle, Triangle, Square, X, R2, L1, X, Triangle

Storm Sled/Jackal - Enable the "Play as Jackal" code. Circle, Triangle, Square, X, R2, L1, X, Triangle



Square, L2, R2, L1, X, Triangle

Storm Sled/Jay - Circle, Triangle,

Square, Circle, R2, L1, X, Triangle

Storm Sled/Glo - Circle, Triangle,

Square, L1, R2, L1, X, Triangle

Storm Sled/Nadia - Circle, Triangle, Square, Square, R2, L1, X, Triangle

Storm Sled/Travis - Circle, Triangle, Square, R1, R2, L1, X, Triangle



Dance mix - R2, Triangle, X, R2, Triangle, Square, Circle, X

Demo track - R2, L1, Triangle,

Square, Triangle, R1, Circle, X

Cheaper Upgrades - X, L1, Circle,

Triangle, Square, Square, Triangle, L2

Mirrored tracks - Circle, L1, R2, R2, R1, X, Triangle, L2

Reversed tracks - Square, L1, X,

NBA Showtime - All format code-fest

Team mascots

Enter one of the following names and PIN numbers to unlock the corresponding team mascot:

Mascot	Name	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228



Create-a-player characters

Enter one of the following names and PIN numbers to unlock the corresponding hidden player:

Player	Name	PIN
Kerri, Female Player	KERRI	0220
Kerri in Uniform	KERRI	1111
Lia, Female Player	LIA	0712
Lia in Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031

Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001
Isaiah Thomas	THOMAS	1111

Bonus courts

Hold one of the following button combinations immediately after selecting players at the "Choose Team" screen to play on the corresponding court:

Court	Code
Team 1 (Left)	Hold Up + Turbo
Team 2 (Right)	Hold Down + Turbo
Street Court	Hold Left + Turbo
Island Court	Hold Right + Turbo
Midway Court	Hold Up + Shoot + Pass
NBC Court	Hold Down + Shoot + Pass



Cheat Codes

At the "Tonight's Match-Up" screen, press Turbo, Shoot, and Pass to enable the corresponding code. The numbers in the following list indicate the number of times each button is pressed. After pressing the buttons, press the D-pad in the indicated direction to enable the code. For example, to enter 1-2-3 Left, press Turbo, Shoot(2), Pass(3), Left. More then



one code may be activated per game.

Result	Code
Show shot %	0-0-1 Down
Tournament mode (no power-ups)	1-1-1 Down
Show Hotspot	1-0-0 Down
No Hotspots*	2-0-1 Up
Fog on**	1-2-3 Up
Thick fog on**	1-2-3 Down
Swamp fog on**	1-2-3 Right
Night fog on**	1-2-3 Left
Snow on**	1-2-1 Left
Blizzard on**	1-3-1 Left
Rain on**	1-4-1 Left
Big head mode	2-0-0 Right
No replays	3-3-1 Left
Team uniform*	4-0-0 Right
Midway uniform	4-0-1 Right
Home uniform	4-1-0 Right
Away uniform	4-2-0 Right
Alternate uniform	4-3-0 Right
No tip off	4-4-4 Up

* Two player agreement required.
 ** Only on outdoor courts.



Square, R2, X, Triangle, Circle
Open Mountain Championship completed – Square, X, R2, Square, Circle, R1, Circle, Triangle

Supercross 2000

Tricks

Get some air, then hold Circle and press the D-pad in the indicated directions to perform the corresponding move:

Move
 Code
Vert Fenter Grab
 Down, Up
Superman
 Left, Down, Right
Bonzai
 Left, Right
Cordova
 Left, Up, Right
Cliff Hanger
 Right, Down, Left
Side Heel Click
 Right, Left
Nothing
 Right, Up, Left
Super Fender Grab
 Up, Left, Down
Saran Wrap

Up, Right, Down

Test Drive 6

Enter these codes as a name.

Stop the Bomber mode – RFGTR

All cars – DFGY

All quick tracks – CVCVBM

Short tracks – OTFHYF

\$6,000,000 – AKJGO

Disable checkpoints – FFOEMIT

Test Drive: Off-Road 3

Enter these codes as a name.

Activate all codes in the game – ZAKARY X

All divisions – SAD CLOWN

All tracks – LEAD TO ROME

All upgrades – MAD HOOKUP

Stunt mode – TURN TRICKS

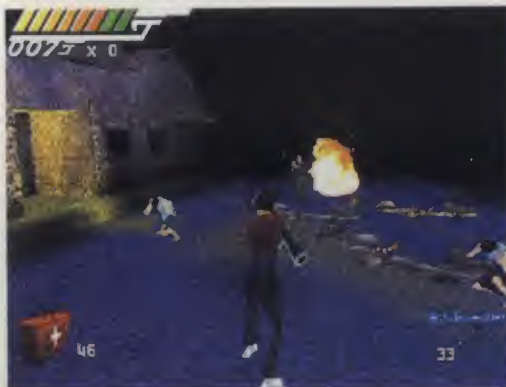
Sumo mode – YOKOZUNA

Tomorrow Never Dies

Enter these codes at the main menu. If you do it right, you'll hear a sound.

Unlock all missions – Select, Select, Circle, Circle, L1, L1, Circle, L1, L1.

View all FMV sequences – Select, Select, Circle, Circle, L1 (seven



times)

For these codes, pause the game and enter them. If you do it right, you'll automatically be put back in the game.

Fifty med kits – Select, Select, Circle, Circle, Triangle, Select.

All weapons for current mission with full ammunition – Select, Select, Circle, Circle, L1, L1, R1, R1.

Invincibility and ability to go through objects (This works on the driving and skiing levels.) – Select, Select, Circle, Circle, Triangle, Triangle, Triangle, Triangle

Successfully complete current mission – Select, Select, Circle, Circle, Select, Circle.

Tony Hawk

Pause the game to enter these



codes. If you do it right, the screen will shake.

Slow-motion mode – Square, Left, Up, Square, Left

Random start locations – Square, Circle, X, Up, Down

Twisted Metal 4

Enter these codes at the password screen. If you put a code in correctly, you'll hear Sweet Tooth laughing.

Infinite specials – Triangle, L1, Down, Triangle, Up.

CPU only shoots at player 1 – Right, Triangle, Right, Triangle, L1.

All weapon pick-ups are napalms – Right, Left, R1, Right, Circle.

Play as Bosses

Successfully complete the game once with any character. After Sweet Tooth is defeated, save the game and watch your character's ending sequence. Then all of the Bosses, including Crusher, Moon Buggy, Super Thumper, RC Car, Super Axel, Super Slamm, Super Auger, Minion, and Sweet Tooth will be unlocked.

Bonus deathmatch levels

Successfully complete any tournament mode level, then save the game to unlock a deathmatch mode level. Each completed tournament level will unlock a new deathmatch level.

Bonus audio

Play track two of the game disc in an audio CD player and you'll hear music by Rob Zombie, Cirrus, Cypress Hill, Skold, Goulspoon, One Minute Silence, and various voiceovers.

Special moves

Freeze

Left, Right, Up(2)

Rear freeze

Left, Right, Down(2)

Massive attack

Up, Down, Up, Down, Up

Rear massive attack

Up, Down, Up, Down(2)

Rear attack

Right, Left, Down(2)

Jump

Up(2), Left

Shield

Up(2), Right

Invisibility

Down(2), Up(2)

Hyperspace

Up(2), Down(2)

V-Rally 2

All cars and trophies

At the game progress screen, press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + Select. If you entered the code correctly, you will hear a sound. Then, highlight an empty square and press X to unlock the corresponding car and trophy.

Faster acceleration – Enter LDN as a driver name.

Nintendo Codes

Our first set of Nintendo codes involves squeezing the last drop of fun out of *Donkey Kong 64*

Battletanks

Level select – 80DYS.

Invincibility – HPPYHPPY

All weapons – RCKTSRDGLR

Brandon gang – NNKNHCKS

Custom 1 gang (M2 Hydra tank) in multi-player mode – TRDDYBRKRS

Campaign mode bonus level – WRDRB

Donkey Kong

So you managed to find all 200 bananas thanks to our strategy section and you think you're done with all the collecting? Think again, pal, there's the secret 201st

banana to find that will give you a longer ending for the game. Getting this banana isn't so simple, though. To get it, you'll need to track down and take pictures of some fairies. In true *DK64* style, these fairies are spread out all over the map. There are 20. Before you get ready to run out and go fairy hunting, you'll need the right equipment. Change into Tiny and head over to the little island that looks like an electrocuted rabbit. Shrink down and enter the mouth. Inside a fairy will give you a camera and some film. Now

you're off and running as an Annie Liebowitz for the fairy world. Head off to these locations (below) to find the subjects for your new masterpieces:

Jungle Japes

#1: Behind the wall you destroyed with Rambi.

#2: In cave where you got Lanky's first banana.

Angry Aztec

#3: Inside Llama Temple.

#4: Inside Tiny's Temple.

Frantic Factory

#5: Next to Funky Kong.

#6: In the hallway on the opposite side of the testing area from Fairy #5.

Gloomy Galleon

#7: In the section of the Cannon Room where Chunky smashed the chests.

#8: Inside the Sunken Ship with Tiny.

Fungi Forest

#9: In the attic where Diddy got a banana.

#10: Inside the "?" Box in Thornbush Barn.

Crystal Caves

#11: Where you get Diddy's #2 ba-

nana.

#12: Where you get Tiny's #5 banana.

Creepy Castle

#13: Inside the hollowed tree.

#14: In Museum with Tiny Islands.

#15: Smash open the "?" box in the Factory entrance.

#16: Hit the Feather Switch in the Forest entrance.

#17: On top of K. Rool's ship.

#18: On small island with a tree.

Hideout Helm

#19 and #20: Behind the Coin Door.

Nintendo Codes

Big-headed boxers, souped-up bikers and more espionage agents than Shadow Moses Island

Knockout Kings 2000

Hit pause to enter these codes. A bell sound will confirm the entry. If you want to cancel the code, reenter it.

Big Gloves mode - C-Up, C-Down, C-Up, C-Up, C-Down

Big Head mode - C-Left, C-Right, C-Left, C-Left, C-Right

Easy training points

When playing as Muhammad Ali, use the C-Up combo while training and you'll easily get the 30 hits you need. There's a reason this guy stings like a bee....

Paperboy

Invincibility - INVINC

Infinite papers on all levels - NOBUNDLE

View all headlines - HEADLINE

Super jump - MOON

Super Jump Springs - ALLJUMP

Rocket Boosters - GOFAST

Turbo mode - RUSH

Slow-motion mode - WAKING

Near-sighted mode - MAGOO

Invisible obstacles - JUMBLE

Screaming obstacles - SCREAM

Throw papers backwards - BACKWARD

Big newspapers - SUNDAY

Small paperboy/papergirl - LIT-

TLE

Ready 2 Rumble

Bronze Class boxers - BRONZE
Championship Class boxers - CHAMP

Gold Class boxers - GOLD

Silver Class boxers - SILVER

These codes work on PlayStation.

Winback

Hidden modes.

TRIAL: Play any stage in the story Mode. Get this by clearing the story Mode in any level.

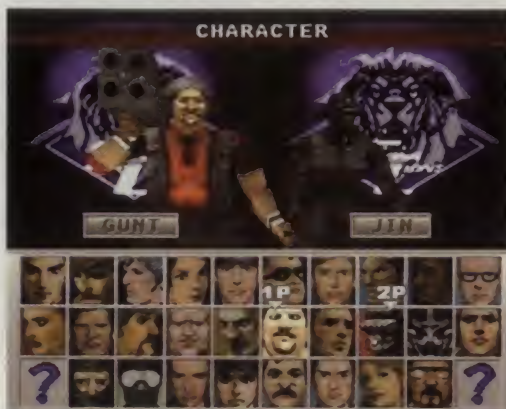
SUDDEN DEATH: All the characters die with just one hit. Unfortunately, this applies to you too. Get this by finishing Story Mode on Hard level within 5 hours.

MAX POWER: The player can use all the weapons with unlimited ammo. Get this by finishing the Story Mode in Normal or Hard levels with more than 20,000 points.

Hidden characters

in Versus Mode

There are two kinds of characters you can unlock for Versus Mode: Enemy boss characters and, well, everyone else. To unlock the boss characters, you'll have to finish Story Mode with a good amount of points. Here's a list of the minimum number of points required



for each boss:

LILA:	13,000
LEON:	15,000
RYAN:	17,000
THUNDER:	19,000
DUKE:	21,000
GUNT:	23,000
BANDERUS:	25,000
JIN:	27,000
DEATHMASK:	29,000
CECILE:	31,000

As for the rest of the characters, they come in groups and are unlocked by finishing Story Mode with the best ending. Getting this at different levels of difficulty un-

locks different characters groups.

Group A: 2 Player Mode: Terrorist

1, Terrorist 2, Terrorist 3, Engineer

Group B: 2 Player Mode: Secretary of Defense, Advisor, Assistant, Kenneth Coleman

Group C: 3 or 4 Player Mode: Lisa, Steve.



Easy - Group A is unlocked.

Normal - Groups A and B are unlocked.

Hard - Groups A, B, and C are unlocked.

For those of you that want to skip all the hard stuff, here are some codes that make life a little easier. Enter these codes in at the main title screen that shows "PRESS START." Time is short so practice mashing these codes in really fast. If you succeed, you will hear the sound of the gunfire. Note: These are entered in with the directional button, not the control stick.

Unlock all the hidden characters that can be used in Versus Mode - Up, Down, Down, Right,

Right, Right, Left, Left, Left, Left, C-Up + START

Make TRIAL Mode playable - Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, C-Down + START

Make SUDDEN DEATH Mode playable - L button, C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, L button + START

Make MAX POWER Mode playable - C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, L button + START

Dreamcast Codes

Big heads, even bigger players, another playable cop, and more ammunition for your toy plane

Dynamite Cop

Play as Cindy

At the character selection screen, highlight Ivy, then hold Start to unlock Cindy from *Die Hard Arcade*.

Expendable

Hit pause during the game to enter these codes.

More Credits - A, B, Left, A, B, Right, B, A, Down, R-Trigger.

First Person - L-Trigger, Left, R-Trigger, Right, X, X, Down, Down, R-Trigger, L-Trigger.

Extra Lives - A, B, X, Y, L-Trigger, R-Trigger, Up, Down, Left, Right.

Grenades - Down, Down, Down, Down, Down, Up, Up, Up, Up, R-Trigger.

Instant Win - L-Trigger, R-Trigger, L-Trigger, R-Trigger, Left, Right, Left, Right, Y, X.

Level Select - Up, Down, Up, Down, Up, Down, Left, Right, Right, Y.

Level Skip - Y, Y, X, X, L-Trigger, R-Trigger, Down, Down, Up, Up.

Shields - Up, Down, Left, Right, X, Up, Down, Left, Right, Y.

Toy Commander

Pause the game and hold the L-Trigger to enter these codes. If you enter a code correctly, you'll hear a tone. Keep the trigger held in throughout the code input.

99 Heavy Ammo - A, B, X, Y, B, A, R-Trigger, Up, Down, Left, Right, X.

All Rooms Available - A, Y, X, B, Y, X.

Fix Toy - A, X, B, Y, A, Y.

Upgrade Machine Guns - B, A, Y, X, A, B.

Upgrade All Weapons - X, A, Y, B, A, X.

NBA2K

Enter these codes in the Codes section. All of these are case-sensitive. To cancel them, reenter the code.

Big head mode - Then, FATHEAD

Large players - Then, MONSTER

Display message, "Hi, Mom! Love, Your Child" - HIMOM

Huge players - MONSTER

Screen Saver

When you get bored of this game or you just need some pretty lights



to chill out to, there's a screen saver to please your weary eyes. Leave the game alone on any Menu screen besides the Main

Menu and after a few minutes pretty colors will ooze all over across the screen and into your subconscious. Groovy.





Go Where You Want Do What You Want

GameShark opens doors and takes you places regular codes can get to.

Pool Sharks screw you out of money. Loan Sharks screw you out of money and break your kneecaps. GameSharks allow you to beat the hell out of every video game you own – and in this wonderful scenario, you're the one doing the screwing...if you so choose. Here's why you need one of these devices....

Before we get into the codes and so forth, let's start with the basics: GameShark is available for PlayStation, Nintendo 64, Game Boy (Color, Pocket), Saturn, and in the very near future, Dreamcast. It's worth pointing out that InterAct Accessories (makers of GameShark) has recently released the GameShark CDX for PlayStation, which functions with the parallel-portless 9000 series PSX. CodeBoy, the guy who hacks all the codes for the GameShark and is the admitted mascot for the product comments, "Up to this point, we've been able to successfully support a GameShark for every gaming platform, even with some hardware changes and software conflicts. We plan to stay on top of the current line of consoles and games, and it's a safe bet that you'll see GameSharks for some of the upcoming systems." We tried to dive a little deeper, but he was unable to comment officially on some of the upcoming and current development projects. Furthermore, he reeked of bread and butter pickles and was very difficult to hold a coherent conversation with – But that's beside the point. So maybe you're wondering just how this GameShark thing works and what exactly it does, technically and non-technically. To put it simply, the GameShark tricks the game into thinking you have infinite lives, infinite health, infinite ammo, all the weapons and items – Anything that is a variable in a game can be changed with the GameShark. This doesn't mean all the fun gets sucked out of your games, it means that you can get a lot more play out of them and do some things that would ordinarily be impossible.

Do you remember that N64 game *GoldenEye*, for instance (it suffered mild popularity)? With the GameShark and *GoldenEye*, you can: 1. Access previously unusable levels of the game in Deathmatch mode. Yes, in the Deathmatch mode! 2. Visit the mysterious island, which can be seen from the dam with the sniper scope (there's nothing on the island, but you can go there). These little bonuses are in addition to your choice of infinite health, infinite lives, infinite time, all objectives complete, etc. Just a simple example of the types of things you can do with a game and a GameShark.

Have a look below at some of the more recent, hotter codes the people at GameShark.com have come up with. Of course, you'll need a GameShark to use these codes – So don't be confused about where to enter them. When we spoke to CodeBoy, he mentioned he was working on a code for "infinite chimps" – We'll be on the lookout for that one, and so should you.

For more codes (including different codes for the games presented here) and an all around cool gaming site, be sure to go and check out www.gameshark.com. Maybe there's something about this chimp code on the site....

GameShark Codes

The latest and greatest GameShark codes, brought to you by InterAct Accessories

Nintendo 64

Wrestlemania 2000

Enable Code

110376e02400

P1 Max Special

801671f500ff

P1 No Special

801671f50000

P2 Max Special

8016768900ff

P2 No Special

801676890000

P3 Max Special

80167b1d00ff

P3 No Special

80167b1d0000

P4 Max Special

80167fb100ff

P4 No Special

80167fb10000

Rayman 2: The Great Escape

Have All Crates

810c70f87fff

810c70faffff

810c70fcffff

810c70feffff

810c7100ffff

800c710200ff

Lotsa' Lums Part 1

500064010000

800c710800ff

Lotsa' Lums Part 2

500019010000

800c70bd00ff

Open Map

810c70f0ffff

810c70f2ffff

Resident Evil 2

Enable Code (Must Be On)

110004f02400

110004f42400

Infinite Health

810e132200c8

Rapid Fire Press [R] + [A]

d1014fa48010

810e13180b00

Enable 4th Survivor Mode

800e10ef0048

Enable Tofu Survivor Mode

800e10ef0049

Start on 2nd Scenario From New Game

800e110c0040

0 Saves Registered

810e8b500000

Save Anywhere Press [Z] + [B]

d1014fa46000

810e89288007

d1014fa46000

810e892a4110

PlayStation

Resident Evil 3

Ebola Mode

80109d782400

800d2134640f

As if a slight case of death wasn't bad enough, these zombies are infected with the Ebola virus, as well. Give 'em a blast from the machine gun and watch them do a bloody Saint Vitus Dance up and down.

(Note: The machine gun has been provided with infinite ammunition as you must use this weapon for the code to function properly)

Infinite Ink Ribbons In Chest

800d21a06381

800d21a20001

Infinite Health for Jill

800ccc9000c8

Condition Fine

300ccc970004

Have 10 Slots



800d225e000a

Have All Maps

300d212700fe

300d212b00fe

Have All Files

800d212cffff

Hyper Mode

800d454c0002

Total Time (Get Grade S)

800d1f280000

800d1f2a0000

Have All Pics in Epilogue

800d1f3e0008



Final Fantasy 8

Debug Mode (press

Select+L1+L2+R1+R2)

d00705e8010f

800704a80001

d00705e8010f

800704aa0049

Medal Of Honor

Enable All Cheats

800386a0ffff

Infinite Ammo

d00461aaa462

800461aa2400

d007dc26a462

8007dc262400

Tony Hawk Pro Skater

Have All Tapes Tony Hawk

800a684c0032

800a68501fff

800a6852201f

800a68541fff

800a68561f20

800a68580020

Infinite Time

800255562400

8006cecc1fff

8006cece2402

8006e880ffff

8006e8822402

Max Special Bar

800216e401ff

800216e62402

800216e8ae02

800217ce2400

800217d22400

8003ba5e2400

8003c0ea2400

Ether Mode

800d17220001

Paper Thin Skaters

8008b6a22400

Skate Upside Down

800851822400

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Z-1 THE OFFICIAL INCITE GIRLS

J-Girl Power

Sega's got Sonic. Nintendo's got Mario. But we here at *incite Video Gaming* don't have jack in the mascot department. At least we didn't, until we scooped the most ultra happy fantastic mascots available - a Japanese girl pop band. Please show your polite appreciation to the all new *incite* image girls!

Met the band - or rather, *vocal unit* as we've been instructed to call them - Mami (the serious one), Manami (the funny one), Aya (the smart one) and Mai (the ultra-mega-cute one). Together, they are Z-1, a vocal unit formed to "bridge the '99 and the next millennium with dream and hope!" via hit singles.

Our gals recently performed in Tokyo at the annual Game Day at Hanayashiki amusement park (de-

scribed to us as a "retro-modern and warm heart park"), and are headed to the AOU arcade show in February as the official show girls. Their debut single, *Vibe!*, and sophomore effort, *You Your You*, are currently burning up the J-Pop charts. We would presume.

Stay tuned for show reports from and future updates on the wild gaming antics and J-Poppery of our very own Fab Four. Big ups to the Z-crew! ☺

Mami Nejiki

Age: 14 **Born:** Tokyo
Hobbies: Singing, piano, swimming
Favorite actor: Brad Pitt, Bruce Willis
Why? "So cool, and good in acting"
Favorite music artists: TLC, Lauryn Hill
Favorite sports: Swimming, volleyball
Game systems: WonderSwan
Favorite game: *Final Fantasy* series, *PaRappa the Rapper*, *Dance Dance Revolution*
Will you buy PS2? "I would get one if I have the money!"
Special message 4 U: "Try our music!"



Manami Nishiwaki

Age: 16 **Born:** Kanagawa
Hobbies: Music, drawing
Favorite actor: Jack Nicholson, Brad Pitt
Why? "Because of their passion for acting"
Favorite music artists: Spice Girls, TLC, Lauryn Hill
Favorite sports: Soccer, volleyball
Game systems: PlayStation, WonderSwan
Favorite game: *Street Fighter*, *Bust-A-Move*, air hockey
Will you buy PS2? "I wanna it!"
Special message 4 U: "Would you be interested if I become game?"



Aya Ueto

Age: 14 **Born:** Tokyo
Hobbies: Mono-cycling, swimming, piano
Favorite actor: Brad Pitt
Why? "Love!"
Favorite music artists: TLC, The Carpenters
Favorite sports: Swimming
Game systems: PlayStation, Dreamcast, WonderSwan, Game Boy, SNES
Favorite game: *Donkey Kong*
Will you buy PS2? "Definitely yes"
Special message 4 U: "Please try *You Your You*"



Mai Fujiya

Age: 15 **Born:** Saitama
Hobbies: Dancing
Favorite actor: Brad Pitt
Why? "So cool!"
Favorite music artists: TLC, Steps
Favorite sports: Tennis, volleyball
Game systems: PS, WonderSwan, Game Boy, SNES
Favorite game: *Resident Evil* series
Will you buy PS2? "My young brother may buy one"
Special message 4 U: "We want you to be with us do best!"



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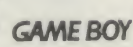
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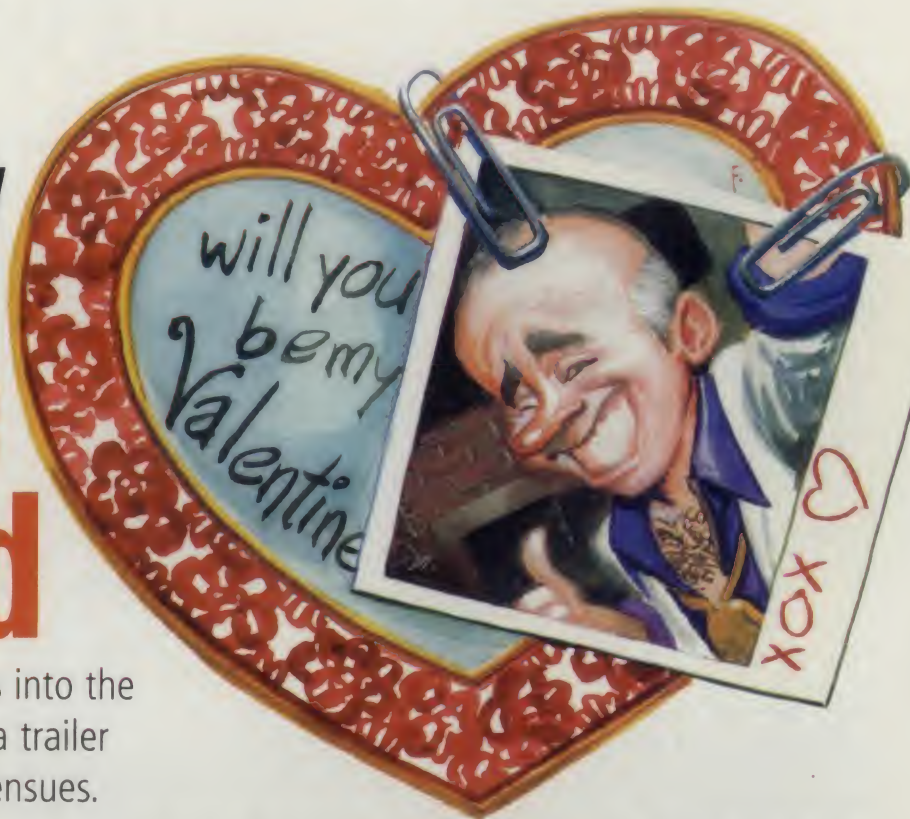
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Interview with a Lounge Lizard

Our man Rod Furlong bumps into the one and only Larry Laffer in a trailer park bar. Drunken rambling ensues.



It was Valentine's Day and I was about to interview the video game world's hottest couple, *Pac-Man* ghosts Blinky and Sue. I'd been brushing up on my Barbara Walters technique and planned to get every tear-drenched moment on tape for posterity. But when I checked my Panasonic RR-QR80 voice recorder, it was full.

One quick rewind later, I made an amazing discovery. Last night, in an apparent drunken stupor, I interviewed none other than Leisure Suit Larry at the bar of the Double Dice RV Park in Elko, Nevada.

like many of Woody Allen's numerous sex-comedies, except the *LSL* games were aimed more at sweaty PC jockeys rather than angsty English majors.

Larry, you're looking a little more rotund, a little less hirsute, a little more off-white rather than bright white in the suit department, and you're obviously drunk. Well thank you Rod, you're not looking so bad yourself. I try to keep up appearances. You know, for the kids.

And for the ladies, eh? Eh? Am I right? Oh yes, I'm always "up" for the ladies if you catch my meaning!

I hear that, bro. So what's next for you, Larry? Might we see the fabled *LSL 8: Lust in Space* on PlayStation2?

You want to know about PlayStation2? I'll tell you about PlayStation! I'd love to be on PlayStation. That Crash is like a brother to me. And does he know how to party!

Okay, moving on....

How about tomb raiding? I could do that. And what's the big deal about Mario? I've got more game in my little finger! I'm sure plumbing wouldn't be hard to pick up. I'd be great! And I'd look good in the hat. **Sure you would, baby. So, the world wants to know, Larry, have you found that special lady after all these years?**

No. Nina Williams and I had a thing going on recently, but I wasn't ready to commit. She was pretty devastated. But I'll tell you what, it's Valentine's Day tomorrow, things are lookin' up! Hey, what magazine do you work for again?

Incite Video Gaming. That's I-N-C.... Yeah! That one! I want to send out a valentine to all your readers! All of 'em! From me, Leisure Suit Larry. You tell 'em they're all invited to stop by my trailer in the Nevada desert next time they're in the area. And when I say "all," I mean all the sweet, sweet ladies. **Will do, Larry. Will do.**

- Rod Furlong

These days any old chump can put on a white linen suit and some gold medallions, pop a pill, and do the Humpty dance all night.

But first, before Larry's groundbreaking tell-all, a little history for the youngsters in the house. Larry was the titular star of *Leisure Suit Larry 1-3, 6 and 7* for the PC, a popular series during the dark ages of the late '80s early '90s (*LSL 4* was never made, see alt.games.leisure.suit.larry.sux for a complete discussion of this topic; *LSL 5* starred Passionate Patti). The games revolved around the short, geeky, and leisure-suited Larry's attempts to get with the ladies and were, in a way, not un-

Ha ha, oh my, is there anything funnier than clumsy sexual innuendo?

No, I don't think so, Rod. I sure don't think so. We're a dying breed, you and I. [At this point he got a wistful, far-away look in his eyes. At least I think that's what it was.]

Uh, you all right there, Lar?

I was just thinking, you know, Rod, Viagra's ruined everything for men like us! These days any old chump can put on a white linen suit and some gold medallions, pop a pill, and do the Humpty dance all night. It used to take skill to be a lothario!

Illustration by Fred Harper

Disclaimer: The text was created entirely by warped minds at Incite and is in no way endorsed by any software company.

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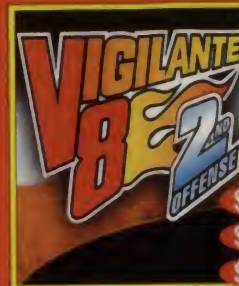
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Nintendo (Strategy)
Release: 1/00 N64 **\$54.99**



'VIGILANTE 8: SECOND OFFENSE' features destructible environments, morphing vehicles, special attack moves & multiplayer options. Blast your way through 12 arenas across the U.S. & hidden areas. Pilot your arsenal loaded vehicle through curves, high speed highways & more.

\$39.99 PSX **Activision**

\$54.99 N64 (Simulation)

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'ALIEN RESURRECTION' A fast paced adventure. Aliens are invading the vessel Auriga to wipe out the human race. Use your wits & a fast trigger finger on loads of hi-tech weaponry to stave off the attack. Real time 3D environment & plenty of aliens to blast away!

Fox Interactive

(Shooter)
Release: 1/00

PSX



'CASTLEVANIA: RESURRECTION' Summoning the powers of Hell, the dark Countess of Castlevania has created a portal for Dracula to re-enter our world, along with a raft of suck-ups anxious to do his bidding. But remember: while you can dress to kill if you lack the skill, you're night is really gonna suck.

Konami (Roleplaying)

\$49.99 Release: 1/01
Dreams

Dreamcast



'VANDAL HEARTS II' In medieval world where knights & magic are very much alive, a story unfolds in a mix of drama & struggle for honor. This turn-based strategy game has over 120 weapons & armor to choose from, each with their own imbedded secret moves: mind-blowing spell and specialized attack animations.

Konami (Roleplaying)

\$44.99 Release: 12/9 PS



'HARVEST MOON 64' is a unique blend of a role-playing game with that of a farming simulation game. Harvest Moon 64 offers all the charm of the original Super Nintendo classic, with lots of new surprises and game play features. Tons of vegetables & animals. Customize your home with a variety of add-ons. Over 50 characters to interact with. Marry the girl of your dreams.

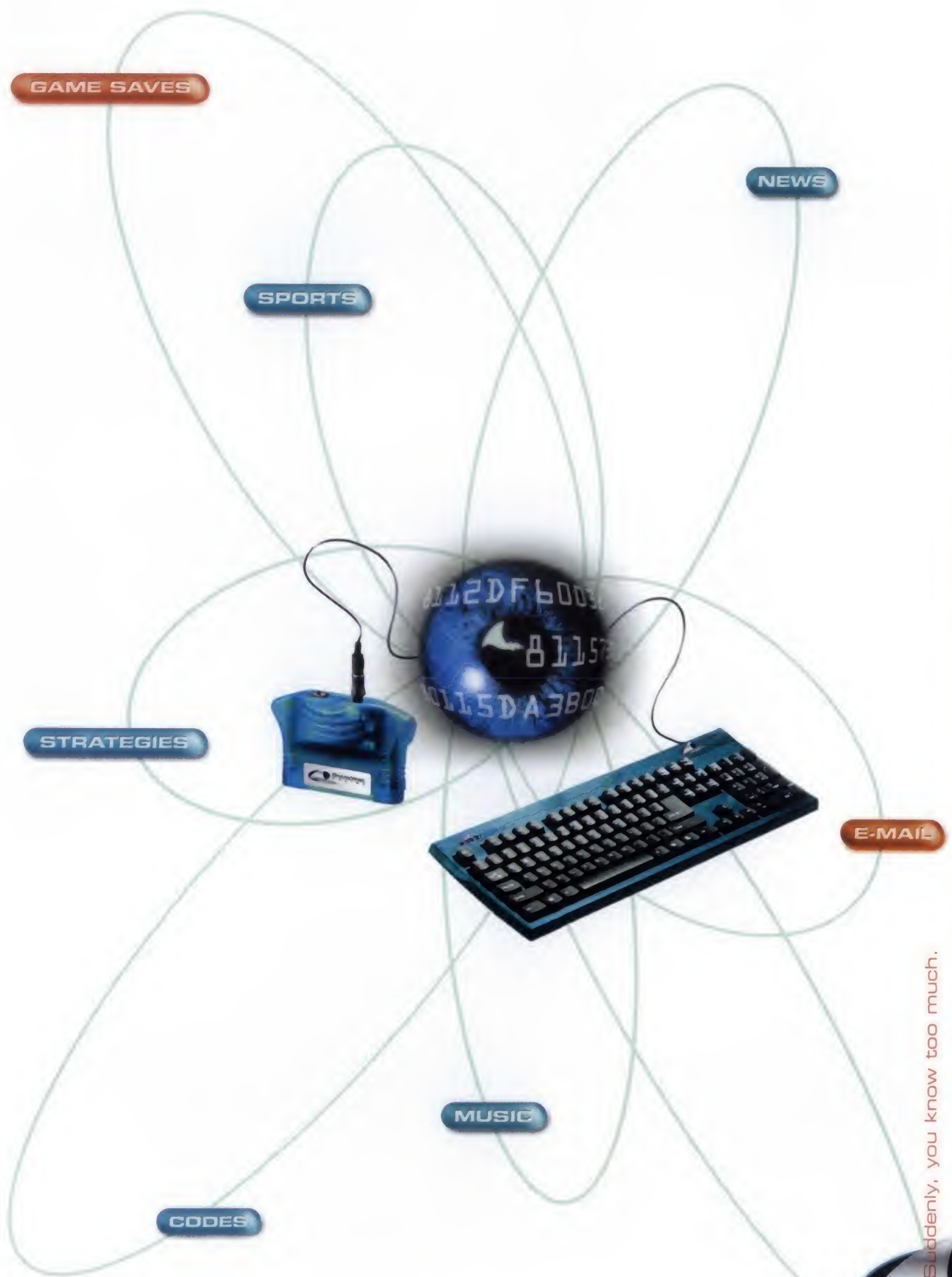
Grave (Roleplaying)

Release: 12/99

\$59.99



You know in that Sci-Fi thriller when that hacker kid taps into the ATM machine then goes to the arcade, hangs out with his buddy and is just about to get a high score when that evil cybergenetic organism bad guy comes back in time with a mission to pursue this kid until he's dead and then just when you think he's toast, this other guy comes out of nowhere and saves him? Well, there ain't nobody coming for you.



Suddenly, you know too much.

The adventure begins when you open the box. You plug the modem and keyboard into your Nintendo® 64 game system and you're dialed into a private gaming universe. Suddenly, you're unlocking codes and strategies. You're reading music, lifestyle and sports news that you were never meant to see. And you even get your own private E-MAIL. In fact, the only thing it doesn't come with is your own 24-hour cybergenic bodyguard.



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The NBA 2K10 logo is displayed in a stylized, metallic blue font with a yellow outline. The letters are bold and blocky, with a slight 3D effect. The background is dark and textured, resembling a basketball court floor.